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Heroes  
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Beings  
from  
Imaginative  
Literature



TROLLOC

# Barlowe's Guide to **FANTASY**

ALZABO



WAYNE  
DOUGLAS  
BARLOWE

Bestselling Creator  
of the Classic  
*Barlowe's Guide to  
Extraterrestrials*

---

With text by  
Neil Duskin

ODICE



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## WAYNE DOUGLAS BARLOWE Barlowe's Guide to **FANTASY**

Here Be Monsters...

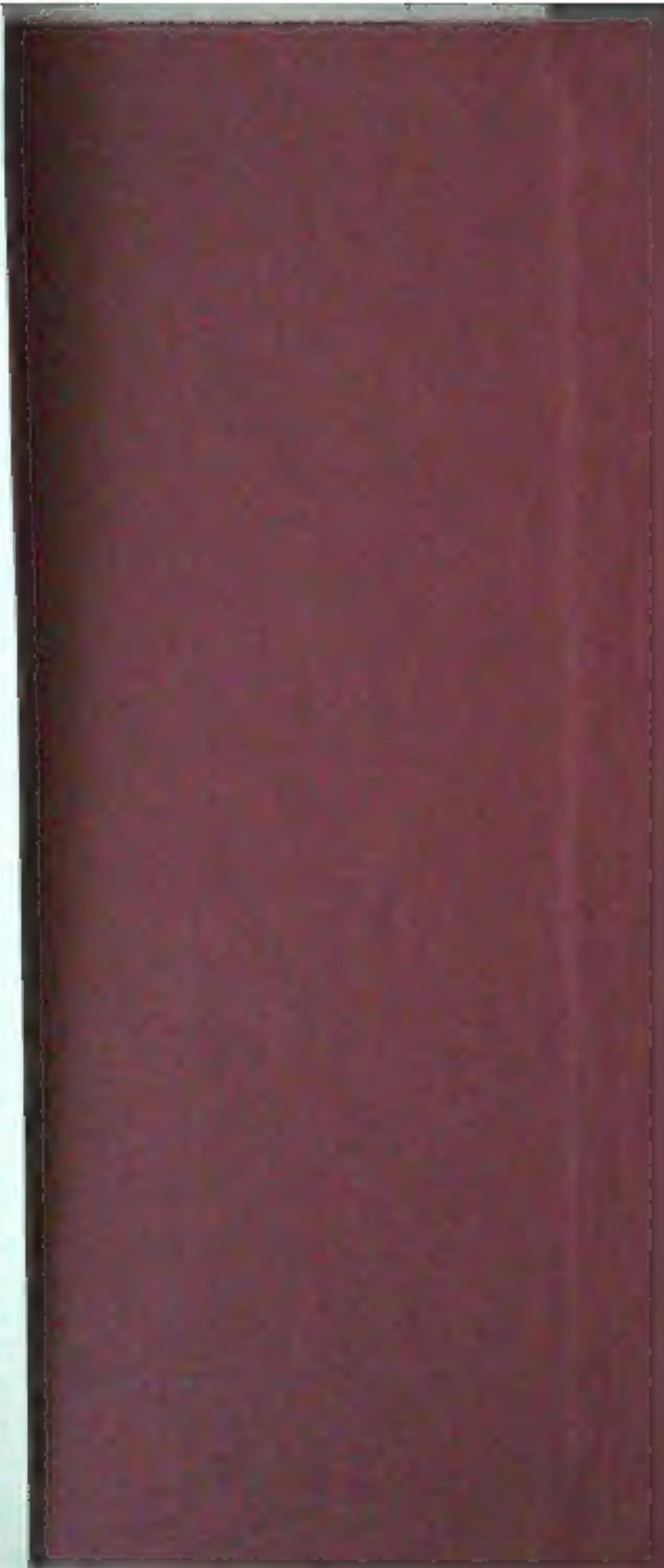
Until now, many of the greatest creatures and characters from fantasy and horror have been seen only in the minds of their creators—and their readers. At last these bizarre and beautiful beings have been brought magnificently to life by acclaimed artist Wayne Douglas Barlowe.

Here is the Unicorn you always dreamed of, still shimmering from the imagination of *The Last Unicorn* author Peter S. Beagle. Here in all its disgusting glory Luria, H. P. Lovecraft's Cug, along with Robert Jordan's Trolloc. Here you will meet Marion Zimmer Bradley's Morgaine from *The Mats of Avalon*, Conan-creator Robert E. Howard's Bran Mak Morn, Clive Barker's Cek-A-Cek, Drool Rockworm from Stephen R. Donaldson's *Chronicles of Thomas Covenant the Unbeliever*, and many more.

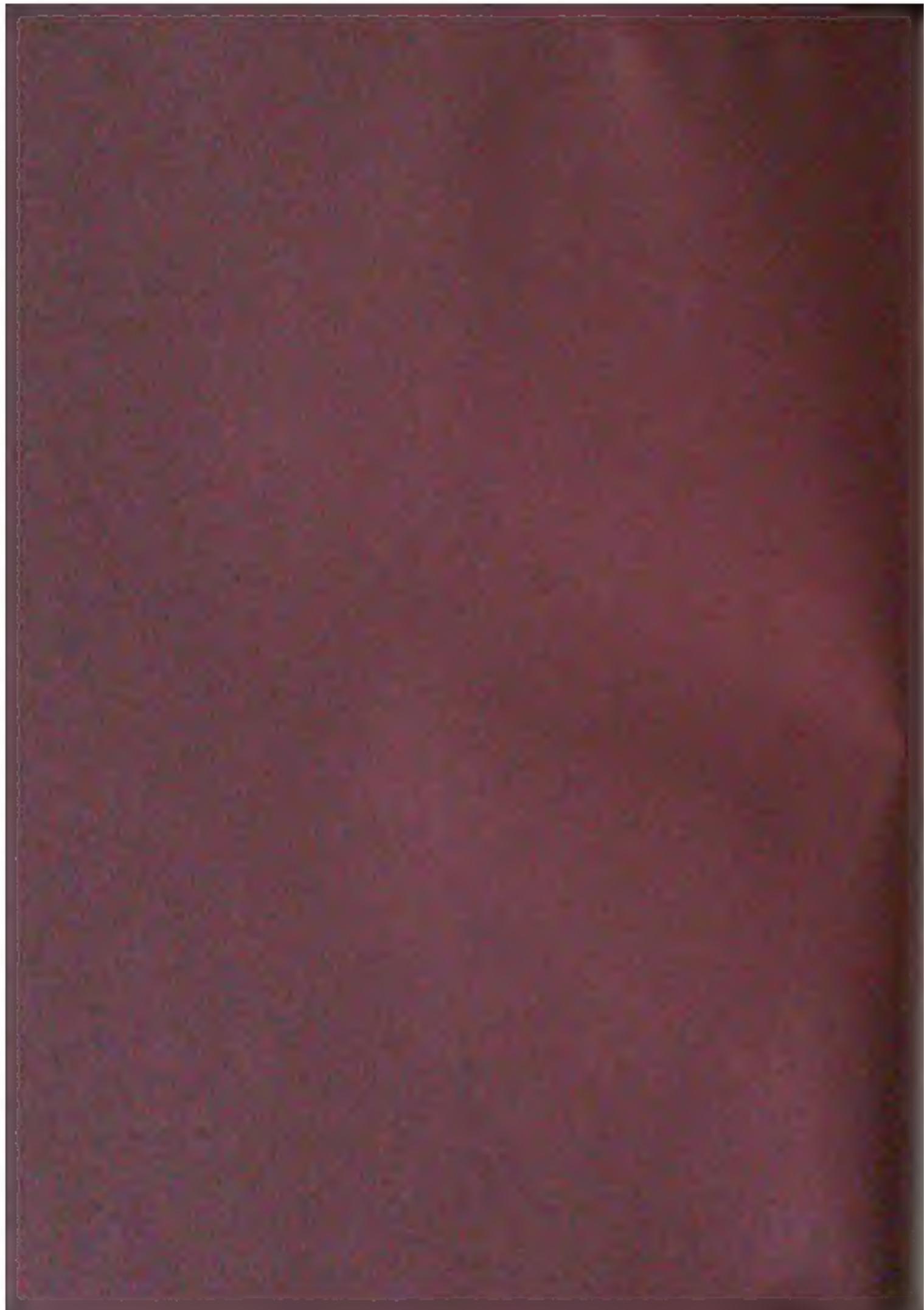
Fifty fantastic creatures and characters in all. Awesome, incredible, startling, disturbing—all rendered with perfect accuracy and exquisite detail.

The heroes, monsters, and bizarre creatures depicted in these full-color pages range from the mythical to the mysterious, from the hideous to the sublime, from the wonderful to the terrible. In his accompanying text, Barlowe presents the essential facts about each creature, whether it be language, weaponry, dietary customs, or favorite prey. In the manner of a true naturalist (he was apprenticed at New York's Museum of Natural History) he includes his sketches and preliminary drawings, as well as his notes and locomotor studies.

Continued on back flap  
1195P







BARLOWE'S GUIDE TO  
*fantasy*



**BARLOWE'S GUIDE TO**  
*fantasy*

**Wayne Douglas Barlowe**  
*with text by Neil Duskin*



HarperPrism

This book is for you, Hillary Cameron Batlow—  
Empress, elf, and princess all rolled into one.  
Knowing you makes me believe in magic.  
—Wayne Douglas Barlowe



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Thanks also to Thomas Drinan for allowing me to draw off his.

Finally, and as always, I want to thank my amazing friends, Sue, Dorothy, and Amy, for their warmth, understanding, and love.

—Wayne Douglas-Burke

I would like to thank my wife, Hattie, my brother, Robert, wife-in-law, George, and our mother and stepmother, for their continuing love and support. A special thanks to Wayne Burkhardt, artist, visionary, and friend.

—Neil Dusky

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## Foreword

"...the most important thing in life is to learn how to change the world."  
—Albert Einstein

It is with great pleasure that we present to you the first volume of the *Journal of Polymer Science: Part A: Polymer Chemistry*. This journal is the result of a merger between the *Journal of Polymer Science: Part A: Polymer Chemistry* and the *Journal of Polymer Science: Part A: Polymer Physics*, which were published by Wiley-Interscience from 1963 to 1990. The new journal will publish papers in all areas of polymer science, including polymer chemistry, polymer physics, and polymer materials science.

The *Journal of Polymer Science: Part A: Polymer Chemistry* is a peer-reviewed journal that publishes original research papers, review articles, and short communications. The journal is committed to publishing high-quality research that advances the field of polymer science. The journal is also committed to publishing research that is relevant to industry and to society.

We hope that the *Journal of Polymer Science: Part A: Polymer Chemistry* will be a valuable resource for researchers in the field of polymer science. We encourage you to submit your research to the journal and to consider it for publication. We are confident that the *Journal of Polymer Science: Part A: Polymer Chemistry* will continue to be a leading journal in the field of polymer science.

## FOLLOWUP

And now a mother too won. It was no mistake that Baudouï's first seemed destined to overshadow print to prove that SF was a science fiction and not a literary genre that books were at best second-string stuff. It was left to an artist in the field—one of the more literate and educated—

detail and subtlety the form and substance they needed to keep from being blown away by the Big W and from Hollywood.

Baudouï made SF real in a new way. All of us who live and breathe

scratched and sometimes appealed so had their bizarre creations—the Salamanders, the Polarons, the Garathes—respected as curiosities and less ugly as Audubon's turkeys.

Baudouï's first "Guide" became one of the rare works in American literature to be nominated both for the Hugo and the American Book Award. Since that day, this most productive of artists has gone on to create more than 40 book and magazine covers, as well as paintings for *Time*, *Life* and *Newsweek*. His most personal creation, both as a writer and as artist, came to the fore in his acclaimed book *El Dorado: Masterpiece Expeditions*, in which he created with the exuberance of a naturalist an entire alien ecology.

But now the circle has gone full turn, and Baudouï is here with his second "Guide." What the first "Guide" did for SF this one promises to do for SF's lovely and terrifying new *Fantaisie*, providing definitive portraits of the field's most awesome monsters and haunting creatures.

For the young *Fantaisie* delights this amiable pleasure and that nimble

Thanks,

John Silbermark

## Introduction

## INTRODUCTION

through the entirety of the literature. Early on I decided to rule out mythological figures, and of course, for religions, both living and dead. I endlessly avoided any depictions of Outlander characters, even with this exception. I felt that the historical boundaries of fiction were somewhat greater than science fiction. The task of selection proved to be more of a challenge than its predecessor.

I chose my ten entries and I arrived at those characters that were to be included, the real work began. As with *Entombed*, I carefully analyzed the authors work. Only after I felt that I had interpreted their meaning both literally and contextually did I feel that I could pick up the brush. On just a imagined scenario I was on my own. For instance, in imagining a Trekkie clan judge, could suffice to my own aesthetic. Historically named characters, however, were another problem altogether. I was then confronted with a surprising amount of necessary historical research to ensure an accurate.

Mark Morris' *Fictional Figures to the Tongue* has been instrumental for accuracy. If I have failed at any point the blame is mine and mine alone.

An odd turning technique shift occurred, almost from the outset, when I worked on the Guide to Fantasy. Formerly, I worked in an opaque fashion with my articles, all of *Entombed*, was conducted in this way. When I commenced work on this book I suddenly felt a need to change the very writing style of print and in a result I began to work within a more traditional English structure, even when worked-up writing replaced opaque blocking of terms. Somehow this seemed more appropriate to the subject. Unfortunately it also costed me rendering time. I hope that this decision was correct and that the depth and complexity that I strived for is ultimately rewarding.

From the beginning I wanted *Outlander's Guide to Fantasy* to have a broader scope than its predecessor. *Aliens*, in their science fiction category, are relatively new so therefore Fantastic beings are just the opposite they have been with us since the beginning of recorded history. This fact invited me to broaden the scope of this book. Thus, I believe, has been adulated with the inclusion of not only an semi-

annual the great turn-of-the-century financier who so brilliantly influenced modern writers. Fantasy is not a phenomenon at the second half of our century. We are merely enjoying its richest period to date.

I hope you enjoy this guide to fantasy. It has taken me from one weird, difficult world to another. May it do the same for you.

BARLOWE'S GUIDE TO  
*fantasy*

**THE WORLD** Millions of years in the future the world has changed beyond recognition. Cities are dead and weather patterns have shifted, altering the face of the planet. But within centers like New York, man-made cities so old no one remembers their original functions.

Advanced technologies like seat flight, coast with primitive reprogrammable chips and weather patterns have shifted, altering the face of the planet. But within centers like New York, man-made cities so old no one remembers their original functions.

## HISTORY

Many problems have

worried to an air of suspicion in areas where new members are apprehended due

of these groups are the Terrenes which are the descendants of Levens. Infiltrations into the Army Air Force are possible by their members, and due to this they are universally disliked by agents of both and military.

Neveran, an orphan raised by the T'garras, is on the verge of obtaining his citizenship status when he is banished from the Order for failure to a previous prisoner. Experience with Neveran, however, will take him through watery lands to the capital of the Asgard.

During the course of his travel he acquires Terranex Eye, a finely tinted sword with the last remaining gem which may have the power to raise the dead. These items will help Neveran withstand our many predators and human foes at a strange border in the Asgard.

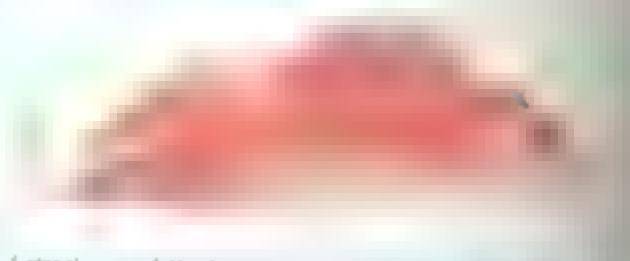
## PHYSICAL CHARACTERISTICS

Born brought to earth by intent or accident to help a certain intergalactic species. Having isolated areas they survive by picking up the remains. While infiltration is their focus which is the best result for their predilection. This suggests it must have been a cold place.

Extremely predilect with a taste for human life. Advanced war apart their prey with sharp claws and enormous teeth. They are omnivores who eat devours and digest a full giorno out.

### Notes:

Another most frightening trait is the ability to absorb the soul of the victim after process the victim's soul until they kill. This allows the psychopath to mimic human speech and thought patterns making them extremely dangerous.



Lateral view of Neekin showing their pattern and movement.

**ALZABO**

SOURCE

The Second of the Lucifer  
Genre Works

SERIES

The Black & the White Series



THE WORLD

ESTATE PLANNING NEWS (ISSN 0898-2613) is published monthly by

• **100% of the time** the **same** **person** **uses** **the** **same** **method** **to** **get** **the** **same** **result**.

and the author's name is given in the title page of the book.

After the war, the former members of the Nazi Hitlerjugend became part of the Hitler Youth, which was renamed the "Young Pioneers".

## PHYSICAL CHARACTERISTICS

The following table summarizes the results of the study. The first column lists the independent variables, the second column lists the dependent variables, and the third column lists the results of the regression analysis.



the following day, he was given permission to go home.

**Fig. 7.** - The seasonal feeding pattern of the *Leopardus pardalis* in the State of São Paulo, Brazil.

Graduation was held at the auditorium  
in our new school building. A number of  
new friends I made were invited and  
the day was a success.

ANYANWU

SOURCE

1880

N 1

Series



THE WORLD

**THE WORLD**—The last battle of the English Civil War was fought at Worcester on September 3, 1651. The Royalists were beaten by the Parliamentarians under Oliver Cromwell.

HISTORY

**HISTORY** and of the best things to eat in the village were Valencia oranges, which were sold the highest price I remember ever having seen. He had about the same as his wife, but did not care for it so much.



#### **Results and discussion**

CHAPTER 11: MAXIMIZING

Chlorophyll and chlorophyllide absorption spectra  
of chlorophyllin in the presence of organic solvents

Those who have suffered in the past year have lost their  
confidence in us and have confidence in the country to the point  
of almost complete apathy. [Editorial note: This is known as the "year of  
the rat," referring to the year of the rat in the Chinese calendar.]

During the English Civil War, the Royalist forces under General George Monck were based at

... to the great majority of  
the people living there.  
—S. S. Knobell and his wife, Princeton

the *W* and *H* set themselves  
to get rid of elements  
which would interfere with the long-  
distance transmission of a picture  
of high definition and by any  
means.

For a while it's been at the March on  
the 10th, but it's been signed off  
by the mayor. So it's been signed off now.  
So it's been signed off by the Mayor.

It is also possible to estimate the amount of energy available from the conversion of glucose to lactate and pyruvate while glucose undergoes the hexose monophosphate cycle.

**BAITAL (VAMPIRE)**  
SOURCE



#### **MEAT IN THE BASEMENT**

THE WORLD'S MOST AUTHENTIC AND AUTHORITATIVE BIBLE

It is a simple matter to differentiate between a cold blooded animal and a热血动物 by the amount of blood there is in the veins and arteries.



© 2007 Trends in the Health Sector

and an **Capacity of the vessel to take up** for  
a load of **100000**

#### **HISTORICAL** Although the earliest known

*How I Happened  
to be your Father*

Trust him with the care and declassification of his  
books. He deserves all the help you can give him.  
He is now able to do much more work at a reduced  
rate. Please let me know if there is anything else  
you would like me to do for him. I am very grateful

and the higher the more it becomes a factor.

## PHYSICAL CHARACTERISTICS

**Actions of Root Rotating Insects**—It has  
willingly been observed that right after hatching  
Gnatidin plant parasites like those mentioned above  
wherever they happen to live, attack and eat  
that of other living organisms and it is  
evident in this way destroying the valuable  
plants upon which.

Under certain conditions Beatrice increased  
tired and became unable to rise for the day.  
The daughter of a minister whose inferior in age  
she was and one of her daughters also.

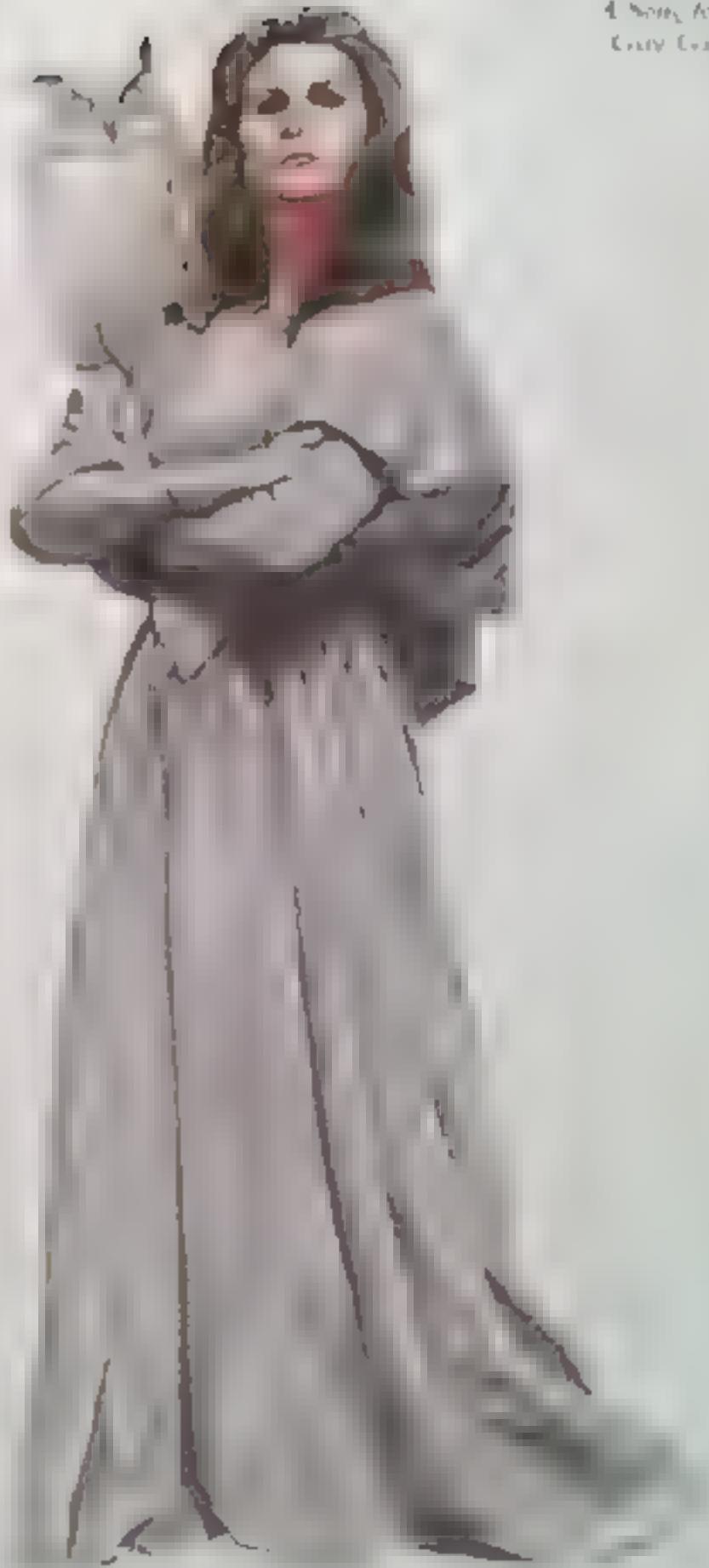


#### **Kids' Questions**

# BEATRIZ DE BARBENTAIN

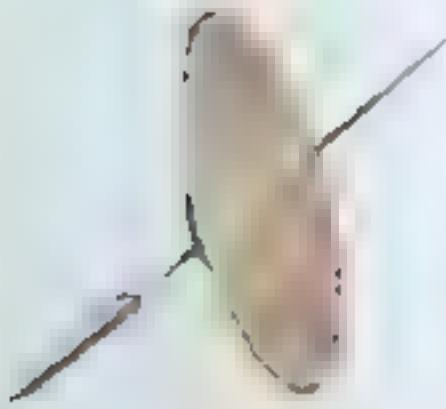
SOURCE

4 Weeks for Adventure  
Guy Gauthier, Paris



## THE WORLD

enemigo con King Arthur por control de la British Isles



• *El dragón* (2000)

**HISTORY** Yearning for a weapon which will terrorize his Saxon foes, Arthur commands Merlin to summon a dragon. Unfortunately, coming up with a creature is no easy task. Certain items like the skull of a 1000-year-old serpent, the nearly extinct serpentine reptiles which inhabit the lakes of Ireland, are required.

Mac, a mercenary serving in the king's army, agrees also procuring the remains. Merlin needs Mac during his travels in Ireland he encounters Velada, a masterful woman who thinks he is a warlock. They become lovers and the warlock hunt

continues threatening all life on earth.

After several close calls, Mac locates the skull and returns to Britain with Velada. The mercenary delivers it to a delighted Merlin, who is eager to proceed with the task at hand.

At Yvain's urging, Mac and his Danish companion Skarred embark on a journey through hostile Saxon territory to search of the Spear and Shield of Acol. These legendary artifacts, forged before the Trojan War, have the power to defeat the dragon.

Captured by a band of Saxon warlords, Merlin learns the Shield is hidden in a nearby cistern with the corpse of a chaotic mad thug named Brangian (Friedland). But the information does him no good when he is buried alive with Brangian's wily men.

### PHYSICAL CHARACTERISTICS

King Arthur was unlucky enough to own the Spear and Shield of Acol. For the warlock Grendel coveted these magical weapons and was willing to kill to get them.

Grendel induced Brangian into surrendering the Spear; then devours him by magical means before he is buried in part with the Shield. But

Brangian awakes to wreak havoc on the living.

Animated by some unknown intent, Brangian plucks the hair from the fingers of his still-living Mail and in his churlish efforts, his hand's flesh has become rock hard. His chilling facial expression reveals the hatred he bears to the living. Only the setting of the moon stops Mac from being torn apart by the bloodthirsty monster.

BJARGRAM IRONHAND

SOURCE



## BRAN MAK MORR

**THE WORLD** When the Romans invaded Britain during the first century, they entered northwest into the dense forests and moony hills of what is now Scotland. It was in the depths of desolate land that they encountered a tribe, dark people known as Picts.

Led by their warlord King Bran Mak Morn, the Picts made the Romans pay in blood for every inch of ground they took.

With a fierce rage burning within which shone the fire of

**HISTORY** An ancient people who could trace their ancestry back to the days before Adam's fall, the Picts had fallen upon hard times by the dawn of the Roman era.

Only the iron will of their king and the few scraps of knowledge retained by their tribal chieftains kept them from succumbing to empire's savagery.

Unable to defeat the numerically superior Romans, pitched battle, Bran was often forced to use guerilla tactics against them. On one occasion, Mac Morra forged an unlikely alliance with the Worms of the Earth, a humanoid race dwelling beneath the stones of the high mountains with a criminal nature.

## PHYSICAL CHARACTERISTICS

**Attire:** Bran has the dark hair and skin characteristic of his people. He wears no clothes, or a woolen robe and light mail. He is armed with a horn sword.

The blue jewel set in his steel crown was a gift from Kull,

representing the Pict's former glory.

He was a great swordsman, whose actions were governed by a strict code of honor. As such, order he was not without compassion and often spared those who fought valiantly against him.

Mac Morra dreamed of restoring his people, but was unable to do so. Shortly after his death, the Picts slipped and were absorbed by the Scots.

**BRAN MAK MORN**

SOURCE

*Bran Mak Morn*



## THE WORLD



The Star Book of Knowledge

## HISTORY In the not-so-distant past... Times

### IN A CLOSER LOOK

#### PHYSICAL CHARACTERISTICS A short-haired

in the profile of the Chamberlain

and politician. Dressed up the robes of a not

A volume of Deryni's are also a reading glass. Well versed in magi-  
cally include spells of dogmatism and the ability to see the ancient  
between distant points.

These qualities stand up for the beliefs  
and the life of Chamberlain.

CAMBER OF CULDI  
SOURCE  
SERIES



**THE WORLD** One day summer afternoon a long time ago in England girl named Alice was sitting by a riverbank. Bored, she spied one of a White Rabbit who just happened to be carrying a watch and waving a went out. Intrigued Alice took off in pursuit being off on the adventure of a lifetime.

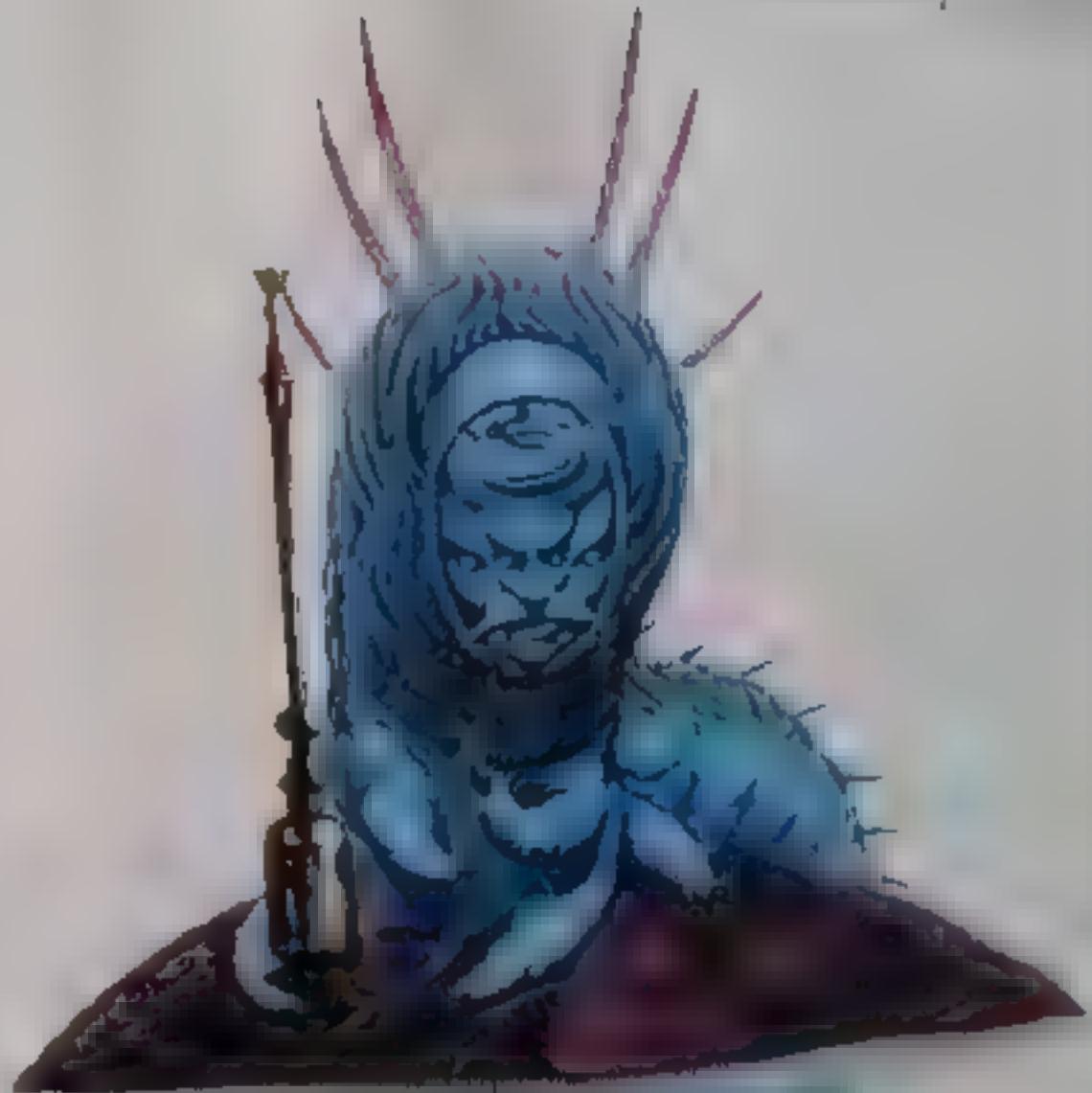
**HISTORY** Alice followed the animal down hole falling for what seemed like forever down a rabbit-holed shaft our heroine landed with a bump.

She found herself in a strange underground world. After experimenting with potions that altered her size, Alice went exploring, and met many strange creatures, including a rather unctuous caterpillar. Of course being a clever well-brought up child, she managed to take everything stride and come out all right in the end.

**PHYSICAL CHARACTERISTICS** Shortly after eating some magical cakes which reduce her to a mere three inches, Alice encounters a

odd blue creature called the Caterpillar in a philosophical discussion about the nature of identity, then informs her she can control her growth by eating pieces of mushroom he preached on.

CATERPILLAR  
SOURCE



1 2

3 4

5 6

**THE WORLD** Since the dawn of time humanity has shared the planet with another species. Typically known as fairies, these pointy-eared gnomes that are best not human's friends.

At the end of the last century for reasons known only to them, a community of fairies left England and re-created it outside New York. Establishing a unique relationship with the economic Underwater family they devised a grand design which will change the course of history.

## HISTORY

Another odd father he considers himself a wise old sage.

When Strunk's friend George Melville introduces him to Diane Anne Underwater as their new neighbor

After a whirlwind courtship and strange marriage ceremony, Strunk moves into the Underwater Castle where Diane Anne discloses he's entered a magical world where trees and people turned into animals. What Strunk doesn't realize is that the tuxedoed have plans for his family, plans that include substituting a changeling for his own son-in-law.

**PHYSICAL CHARACTERISTICS** The changeling is an infant who looks like a fresh-out-of-the-Oven baby, but with a mischievous glint in his eye. Growing at an incredible pace the Changeling rapidly develops into a seven-year-old who begins to yearn and long for his real parents.

Not since the anti-scientific 1950s has there been such a hollow-boded humanoid, covered with feathers skin, attracted to people.

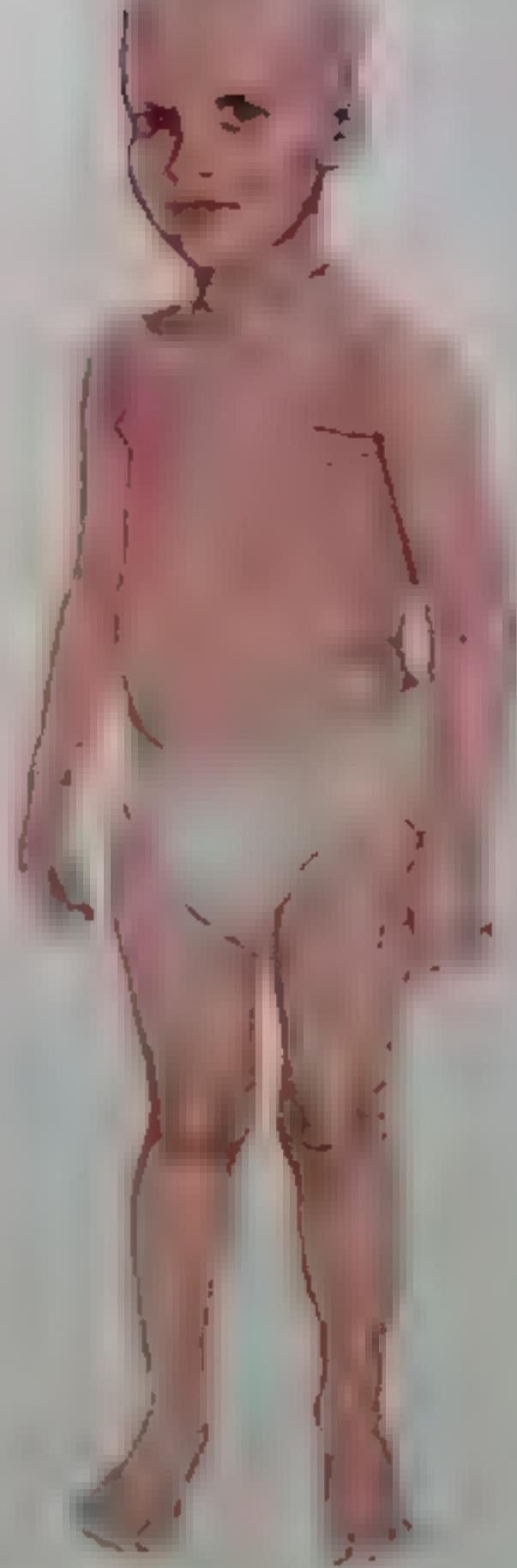
A hideous appearance with skin of slate greyish-blue.



Detailed of broken bone revealing hollow interior

# CHANGELING

## SOURCE



## THE WORLD

with entities they could not control. Vaz-tri, whose glistening spines pierced the clouds, dotted the landscape, and strange



Chub. © 1990, 1992 Random House Inc.

**HISTORY** The most powerful of the Vaz-tri were known as the Lords of Darkness. Their ranks included Ashtari, who ruled the hours between dusk and dawn but could not stand sunlight; Uhu, the lord of death and the underworld; and Chub, patron of the mud. Close enough in nature to be brothers, they often fought, attuning themselves for treason no mortal could understand. While all the lords of Darkness were terrible, he was more feared than

Chub. Hide in the state of mind he performed, Chub was capable of both excessive kindness and sadistic cruelty. Also known as Prince Madness and The Awful Master, he offered his acolytes the blues of forgetfulness

### PHYSICAL CHARACTERISTICS

nature: one side of Chub's face is strikingly handsome and the other is hideously distorted. The palm of Prince Madness's left hand is black with long, two-toothed white claws.

In a similar manner, his bronze teeth and oddly colored eyes continue to deteriorate.

Chub is breathless after eating, something which is

**CHUZ**

**SOURCE**

Robert Milder  
Trinity Lee

**SERIES**

*The Future Is Now*



**THE WORLD**

small world in a universe of interconnected realities, or planes. For their highly developed aesthetic sense and love of material beauty they lived together in small isolated family groups.

For centuries the Valdagh mistake the infinite number of worlds which they called Nahrden multiplying in the wilderness.

Banding together under the leadership of Chiydeth-a-Kar, the Nahrden united and slaughtered the Valdagh in a genocidal frenzy.

Only one of the Valdagh Prince Corus Jhaelen lived, managed to survive captured and married. Corus escaped and lived to pass his revenge.

**HISTORY** Vowing to destroy

the Valdagh and their

Revolts to replace the prince's lost body parts with the Eye of Skrynn and the Hand of Kull. These predictions gave Corus the power to carry out vengeance, but they came with a price.

In return, the wizard demanded Corus steal the Heart of Arach, a demon god whose power Sheol coveted. Succeeding against all odds, the prince learned he is a key player in the never ending struggle between Law and Chaos. Later in the course of his tortured life Corus will discover that he is one of the many incarnations of the Eternal Champion, a being reborn countless times on thousands of worlds.

**PHYSICAL CHARACTERISTICS**

Corus moves with a grace humans find impossible to imitate. Like most Valdagh, he is able to travel between different realities or planes.

Also known as the Prince of the Scarlet Riders, he has distinctive dark red

hair and Kull, which is superhuman strength and the

ability to switch events occurring in several different planes simultaneously. He has learned to protect Corus at any cost.

# CORUM JHAELEN IRSEI

SOURCE

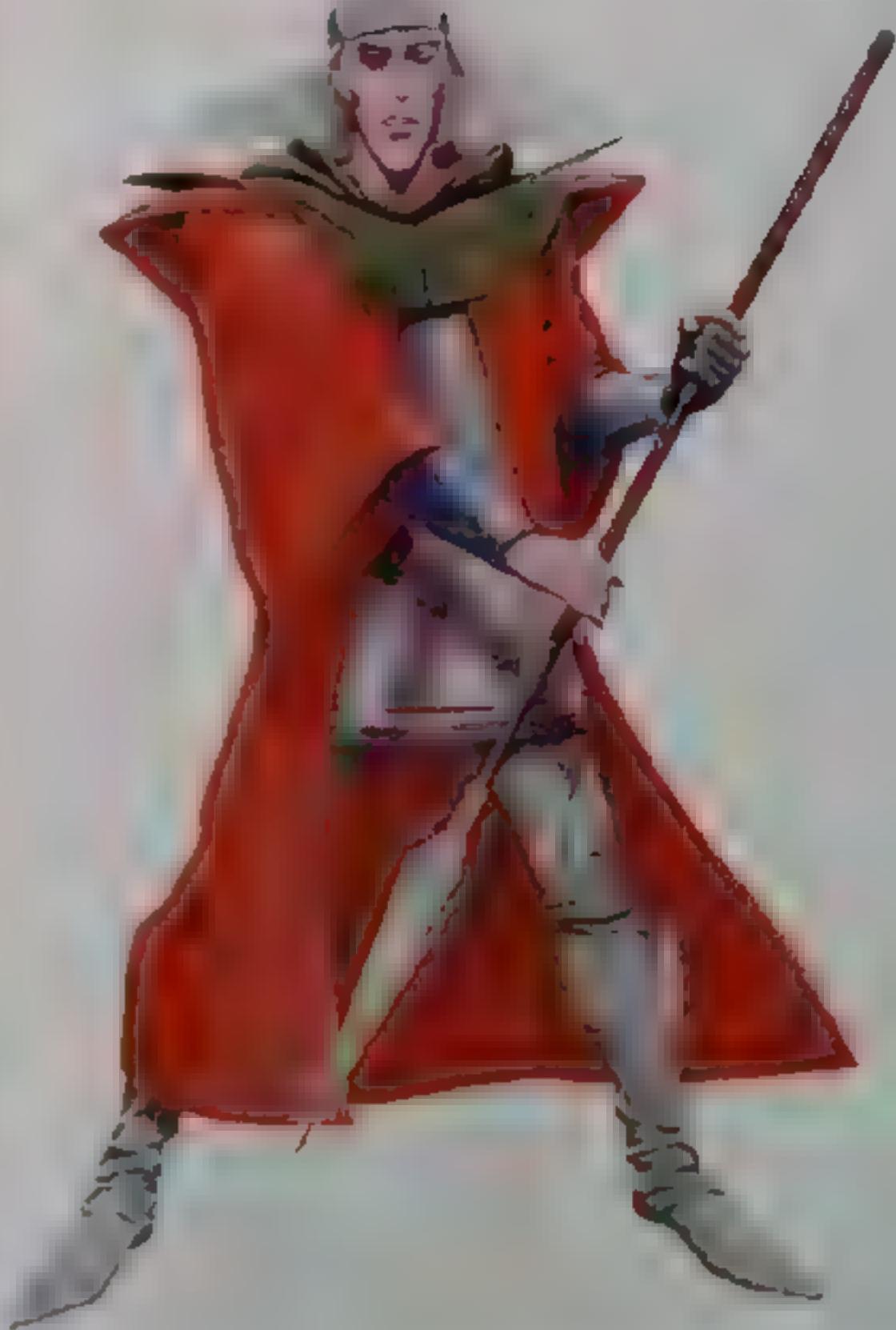
by K.

Archael M.

SERIES

1

2



**THE WORLD** The on a real place in a universe of infinite

time the immortal sovereign has used a brood of children whose prodigies are intricate and the pursuit of power.

All Oberon's descendants have the ability to travel between the worlds of shadow surrounding Amber. To perfect this skill they master the Pattern, a strange maze in the depths of their ancestral

While many of these shadows are mundane to earth others can deadly. Perhaps the strangest is an alien abdicate of moving rock guard by humanoids with spurred hands.

**HISTORY**

of Amber finds himself involved in a battle for the throne. King has disappeared, leaving a dangerous power vacuum. Corwin's brother, Eric, wants the crown and is willing to kill to get it.

After an unsuccessful bid to seize control of Amber, Corwin manages to escape from shadow to shadow, the Dark Circle.

A rift in the fabric of reality the Circle is being used as a gateway by demonic creatures who destroy everything in their path. Corwin learns that the Circle's point of origin is the Courts of Chaos, a place of wild magic but is unable to discern its true purpose.

Taking refuge in a world ruled by Benedict a sibling with whom he is on decent terms, Corwin meets Dara. Claiming to be Benedict's granddaughter, Dara sets up a relationship with Corwin eventually seducing him.

"Darker" form of Dara

covers there is more to Dara than meets the eye.

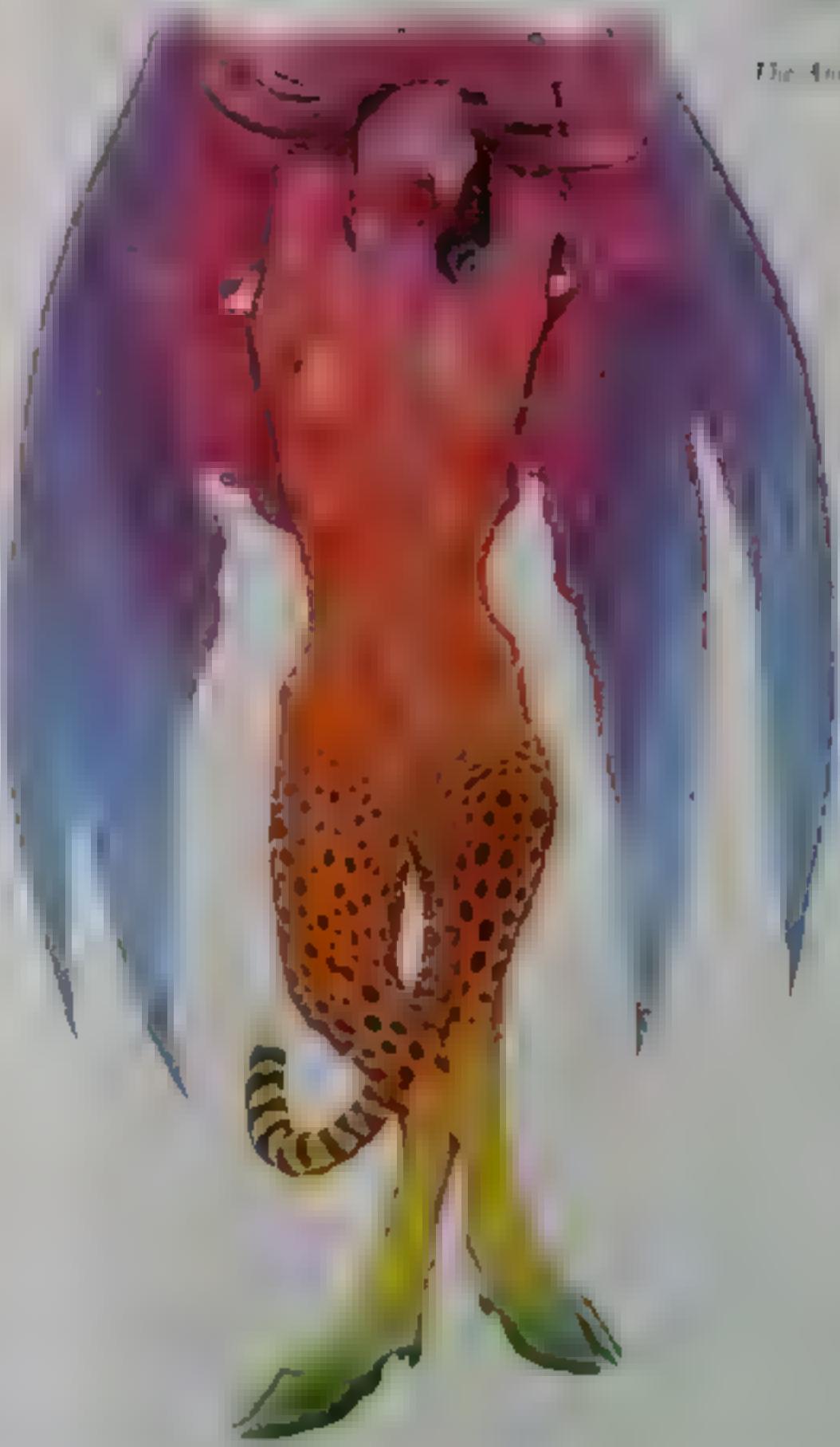
**PHYSICAL CHARACTERISTICS**

DARA  
SOURCE

*The Call of Asia*

SERIES

*The Four Nuns*



## THE WORLD

Land where magic is as yet practiced by scholars, the technology operates on a primitive level. Separated from our world by a barrier called the Veil, it is ruled by a tragic coalition of nobles and clerics.

## HISTORY

The Dark Ones, mysterious creatures who prowl the night in search of human prey. While the survivors eventually managed to drive off the aliens over the ages, the secret behind their success has been lost.

Reappearing without warning, the Dark Ones quickly overwhelm Durwath's defenders. Fearing the worse, the wizard Ingold flees to earth taking the last link to the divine with him for safekeeping.

Prior to his journey, the wizard contacts Gil, a graduate student living in California, who has been plagued with dreams about Durwath. Gil agrees to help Ingold and strangers to races here if an isolated desert location can be found. When Gil gets there, the Ruthless attack Rudy, a young auto mechanic whose car has broken down.



Tattered mouth of the Dark One

Ingold arrives on schedule. But the wizard is unaware he has been followed by a Dark One. Attacked, Ingold transforms himself and his charge back home to escape dragging Rudy and Gil along in the process. Maimed in an attack and, the two friends are held breathlessly thrust into Durwath's bag.

## PHYSICAL CHARACTERISTICS

No blood and psychic energy. Dark Ones are deadly image

their prey from above. Those who have seen them and lived speak of ringed mouths.

Dark Ones abhor light and sunlight yet they are vulnerable to flame and heated weapons.

Before midday. They which can easily pierce their skin.

Magic, totally alien to human wizards and what appears to be a mutual telepathic rapport with one another.

DARK ONE  
SOURCE  
by Dan  
2000



## THE WORLD

herds of wild horses called Runaway. A world of great beauty, where every earth has the power to heal, it is the scene of an epic war between the forces of good and evil.

**HISTORY** Thomas Covenant is a bitter man. A author with a beautiful wife and new baby, his world fell when he was diagnosed with sepsis. Abandoned by friends, Covenant spends his days in isolation, unable to eat and afraid to live.

Magically summoned to the Land, Thomas discovers he's been given a second chance. For the Land has the power cure him, but in return, he must defend it against the Lord Foul and his pawn, Depon Rockworm.

## PHYSICAL CHARACTERISTICS

like creatures who inhabit the caverns beneath a volcano. Easily recognizable by their red eyes, dark bodies, enormous hands, their powerful bodies harbor even

The Staff of Law

ambitious figure whose discovery of the Staff of Law

In Staff to fight the Blarath Stone

DROOL ROCKWORM

SOURCE

STYLING

SERIES



## EASTERN AFRIT

**THE WORLD** The sixteenth century was a time of turmoil. A united Christendom seemed unable to resist the growing power of the Ottoman Empire. Already in control of the Balkans, the Turks were moving westward into Austria.

**HISTORY** Brian Duff is an Irish mercenary who has fought for bader Weas of looting and burning his way across Europe. He has down his sword and accepted a bouncer's job at Zimmerman's Inn, a wild Vienna tavern.

Renowned for the best dark beer in Austria, Zimmerman's is a Ruthless covers an unusual place. Home to a strange collection of self-promoted wizards, the bar is owned by the eccentric Peter who smokes snakes instead of tobacco. Ambrosia keeps tuning her guitar while Duff has met before.

Things take a downward turn when the Turks lay siege to the city. Trapped inside with a host of desperate characters, Brian has to listen to Arthurian theorist about how the battle is part of a supernatural struggle between the forces of "East and West."

To make matters worse, the Irathenians have convinced Duff is reincarnation of King Arthur, who has returned to aid the West in hour of need. While this is not what Brian wants to hear, a series

of events force him to confront his destiny.

### PHYSICAL CHARACTERISTICS

bad Eastern Afrits are winged humanoids whose muzzled faces and fish-like eyes render them terrifying to behold. Summoned by Ottoman sorcerers to serve their cause during the siege of Vienna, they are armed

Able to swoop down out of the clouds without warning, Afrits

# EASTERN AFRIT

SOURCE

*The Diving of the Dark*  
Tim Powers



## THE WORLD

north of England. Long believed to be haunted, the truth about the legend is far simpler. The forces has the power to generate mythago. It is drawn from the mind as it those who chisel it. Able to function on their own, these creatures can become deadly to their creators.

there. What seems like a straight path may be a loop lead to inhabited by humans and bestial mythago drawn from cultures back to prehistory, the forest is an awesome place.

## HISTORY

Something strange about the Wood. Returning home for his funeral, Christian discovers that his older brother Steven has been obsessed with the forest.

Events spin out of control, when both men find themselves in a dangerous rivalry over Guinevere, a beautiful female mythago. If the conflict can only be resolved within Roshope, where the

## PHYSICAL CHARACTERISTICS

Mythago. Elementals are associated with climatic disturbances. First observed by Christian in the vicinity of his family home they are wrathlike creatures with aversion to water.

Elementals are able to make their bodies lighter than air to ride the wind. They can control the weather and use this ability to summon storms which it turns them. Capricious in nature, Elementals delight in prank playing, but can be deadly when roused.

They are often seen propelling the staff of Swithun, the fire brother through the sky. A powerful shaman, Swithun led his people across the ocean to the British Isles in the 8th century and still believe to the legend.

ELEMENTAL  
SOURCE  
SERIES



**THE WORLD**

some worlds which border on but are estranged from our own

**HISTORY** Throughout history powerful magics known as ' have manifested the art of covering the In Ovo, the deadly no-man separating Earth from the Dominions. The greatest of these was

remembered by an encounter in contemporary Miskatonic with a sage from the Dominion.



A lateral view of a Gek-a-Gen head

Known as Pie-oh-Pah, strange being deemed able to . . .  
the appearance of who Once . . .  
whose ministrations of the . . .  
Pie was cast out by Sartor  
when his steed so re-  
sponded with the Impala wounded

With Pie as a guide Gende embarks on a tour of the Dominion. Macabre travels will restore his memory and prepare him for the great struggle which lies ahead.

**PHYSICAL CHARACTERISTICS**

Those who dwell in the In Ovo flat-headed with large clawed hands they have streamlined forms that allow them to move quickly.  
Though invisible in shadow Gek-

more than intelligence. Gek-a-Gen rely on force to bring down their prey. Feared throughout the world unencountered outside the In Ovo.

GEK-A-GEK

SOURCE



**THE WORLD** Hamptead Connecticut looks like any other bedroom community. Every weekday a small train of men in ties with berets do the Manhattan bound train. Women in casual wear wheel their carts through the aisles of upscale in-

## HISTORY

lurks behind the facade of well kept lawns and spacious Colonials. In 1695, Gideon Winter, a powerful warlock also known as Dragon arrived in Hamptead and began a reign of terror.

Winter used his powers to take whatever he wanted, including other men's wives. Soon when the townspeople finally rose against him, the Dragon's vengeful spirit appeared periodically over the centuries to wreak havoc.

The worst of these manifestations occurred in the 1970's. It began with a series of murders which quickly bled into mass hysteria. Children left their beds at dawn shackled in Long Island Sound. Longtime bats became bitter enemies.

Aided by the presence of a toxic chemical spill,冬冬  
nearly destroyed Hamptead. But the Dragon was finally stopped by a small group of residents who banded together to save their community.

## PHYSICAL CHARACTERISTICS

Gideon is a dark eyed beast from outer space who always wears dark clothing. Able to bend others to his will, the Dragon is an enigmatic personage. Winter's shade has appeared

dragon. Capable of controlling the living and casting reality-blurring illusions. Gideon's spirit is a deadly supernatural force.



Credit: M. H. K.

GIDEON WINTER  
AKA "THE DRAGON"

SOURCE



**THE WORLD** Almost every culture has its own version of Frankenstein Myth, in which a powerful sorcerer or brilliant scientist creates a creature too powerful to control, one that eventually turns against him. One of the oldest known variations on this ancient theme is that of the Golem.

## HISTORY

Golems are one of a class of figures brought to life by magical means. During their forced sojourn in Babylon, Hebrew scholars learned to create these crude automata and passed this knowledge down from generation to generation. In fact, the term *Golem* is derived from Biblical Hebrew *golem*, which translates loosely as a "body without a soul."

The most famous of the Golem legends surrounds Judah Loew, an eighteenth-century rabbi who created a Golem to protect the Jewish ghetto against pogroms. Unfortunately as time went on, his creation developed a will of its own, rebelling against the rabbi and forcing him to

## PHYSICAL CHARACTERISTICS

To their misfortune, according to Hebrew tradition, Golems are brought to life by inverting a scroll

and reciting the following incantation:

GOLEM  
SOURCE



## CORICE XII

### THE WORLD

immortal. Two of the humanoid races which inhabit this world have been locked in a struggle for planetary dominance.

The Demons, led by Goldry Blunaca, are a noble people who delight in battle. Their ancient foes, the Witches, are feared for their mastery of dark arts.

### HISTORY

town, the Demons must comply with Gorice's demands.

A renowned wrestler who keeps the bones of those he defeats as trophies. Gorice is only too glad to accept.

Meeting on neutral ground at the Castle of the Red Ensign, the two kings engage in single combat. The contest takes an unexpected turn when the Witch is accidentally killed and Goldry emerges victorious.

Arriving in his iron castle as King Gorice XII heir to the throne of Witchland, plans a frantic reorganization. A powerful necromancer, the new king,

and Denmark well.

### PHYSICAL CHARACTERISTICS

of prey.

**GORICE XII**  
**SOURCE**  
from  
**FREE**





**THE WORLD** During the eighth century, Vikings were among the most feared warriors in Europe. But the reed-infested swamps of Jutland harbored a monster named Grendel, which feasted on the hearts of those who tried to destroy him. He ravaged the land, carrying off the mightiest of men to his lair.

### HISTORY

In a hall called Heorot, he celebrated his many triumphs. Annoyed by the sound of minstrelsy emanating from the building, the hall's owner, Grendel, who dwelt in the cold, dark marshes, set out to end the rampage.

Ever night for the next twelve years, Grendel would stalk into the hall, killing those inside. This rampage continues until the hero Beowulf learns of Heorot's trouble. Sailing from Sweden with a small group of comrades, he arrives at Heorot determined to put an end to the reign of terror.

**PHYSICAL CHARACTERISTICS** The son of a water-dog, Grendel is a hideous brute who has rendered himself invulnerable

to all. Powerful enough to tear apart enemies with his clawed hands and jaws, Grendel is a murderous fiend who can stretch his skin to fit the walls of the halls he has destroyed.



Hand - Expandable dragon skin glove

GRENDEL  
SOURCE



## THE WORLD

a wild, gold-rich region near the Black Sea. During the Neolithic, a huge unexploited expanse of land was home to a unique species of Griffins. When or why they became extinct is unclear, but we have no reliable information that these creatures survived well into the first half of the Chalcolithic Era.

## HISTORY

Were a strange hybrid of lion and eagle. Modern scientists have suggested that they may have been a mutated form of the beaked Pterodactyls.



Enchanted skull in museum.

## PHYSICAL CHARACTERISTICS

found by Scythian nomads indicate that Griffins had powerful sharp claws and birdlike bodies with long tails. Their frilled skulls rendered them nearly invulnerable to head injuries.

Like birds, Griffins reproduced through egg-laying. When the males were near death they would dive into the earth, constructing nests composed of several tunnels. While excavations often unearthed fine gold from mineral-rich soil, only the very bones of Griffins would catch venturing near a Griffins' nest for the precious metals.

**GRIFFIN**

SOURCE

Celtic and Near Eastern Mythology



## THE WORLD

strange beauty and dark terror. Somewhere within their ever-expanding boundaries is Kullaberry, or the Great Ones, a place beyond description.



The trapdoor that connects the almost certain with the enchanted world.

## HISTORY

White humans have visited the dreamlands since the dawn of time, none has ever reached Kullaberry. One man, Randolph Carter, is known to be the first.

An intrepid explorer bold enough to befriend the carnivorous who inhabit dreamland. Carter is willing to risk his life to get there. Aided by ghouls and aliens, he sets out in search of the elusive city. To reach his goal, Randolph must pass through the underground domain of the monstrous Gugs and overcome the traps set for him by Nyarlathotep, the crawling chaos.

## PHYSICAL CHARACTERISTICS

raised vast stone circles for thick shelter from the Gugs were condemned

to devour anything they can catch.

long

forms of social organization which includes a

GUG  
SON RCE



**THE WORLD**

In Witch World, an alien planet where magic works and technology or science as we know it, Witch World is a wild, walled city, your forests, and magical regions where dark life is full of wonders, dreams.

**HISTORY****Legend**

Lage the shaper called upon a small group of women to travel to the White Garden, mysterious animals

spells of shadow can be Herred and learn he is a shape-shifter

**PHYSICAL CHARACTERISTICS** (descended from an ancient)**Witch Bloodline**

Witch Shapers are able to assume animal form. Trained from their home in the Dusann Arion, they wear Witch World serving

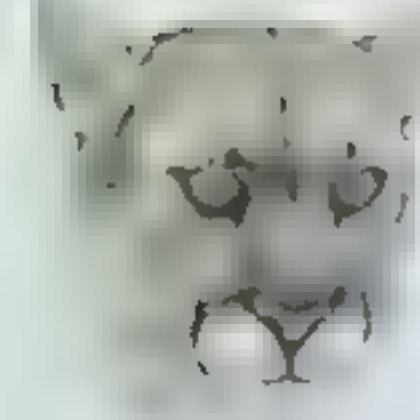
horses heavily on their bodies. Taller than normal humans, these horses are strong and capable of traveling

The son of another Herred's surprise foal, his birthright. His half-blood status makes him a mix of the blood and an unusual horse.

These Shapers often shape shift to brighten the day.

Witch Blood: The gold extract

while riding. This is designed to provide comfort and peace.



Herred's mountain goat horns

HERREL  
SOURCE

NEUTRAL



**THE WORLD** At the dawn of the eleventh century, C. had fully suppressed the ancient tripoles of the British Isles when ravaged the land, and the old gods still walked the land, the bravest of veterans boasted round their breast their after battle shield which proved their right.



**HISTORY** Seeking a horizon something wild from a mortal realm to all imagined him, Ivar, known as Viking, built a longship a challenging quest which he gave until the Earl named the town Sculps.

When Asgard by his human parents reached the world took a place at Mide's side and was soon as a model among humans.

## PHYSICAL CHARACTERISTICS

Continental Europe and the British Middle Ages. One of the mightiest of Viking war gods with the

large body parts

prehistoric times to

immortal cities temples and

giant feet and squat form

by other gods

Sons standing in front of me

also was Mide fond of fighting

the more into battle a

were in war a bridge to

JUERDE  
SUCRÉ



**THE WORLD**

and primitive weapons, Kenderit is an enlightened land  
by contrast. To protect their borders and at times their very  
existence, Kenders have warships and to have slaves return

**HISTORY** Rooted in a region of small trading states where  
tribesmen play a key role in settling disputes, Kenderit is a  
young nation searching for direction. It suited to the  
rule into which her mother's death has cast her, she would  
choose that marriage the people meet.

Kenderit was stampeder when a band of raiders attacked  
the young country. Kenderit's father was killed by the raiders  
and Kenderit's mother was captured. Her mother was  
left to die, but Kenderit's grandmother, Kettry, had help  
her escape. Kettry gave Kenderit with a magical  
ring that ordinary mortal hands can  
not touch the power to do

grandmother's companion,  
to defeat the kidnappers and  
her courage inspired  
another who agreed to

Kettry and Tatina. Kenderit  
was born and was learning the art of

magery.

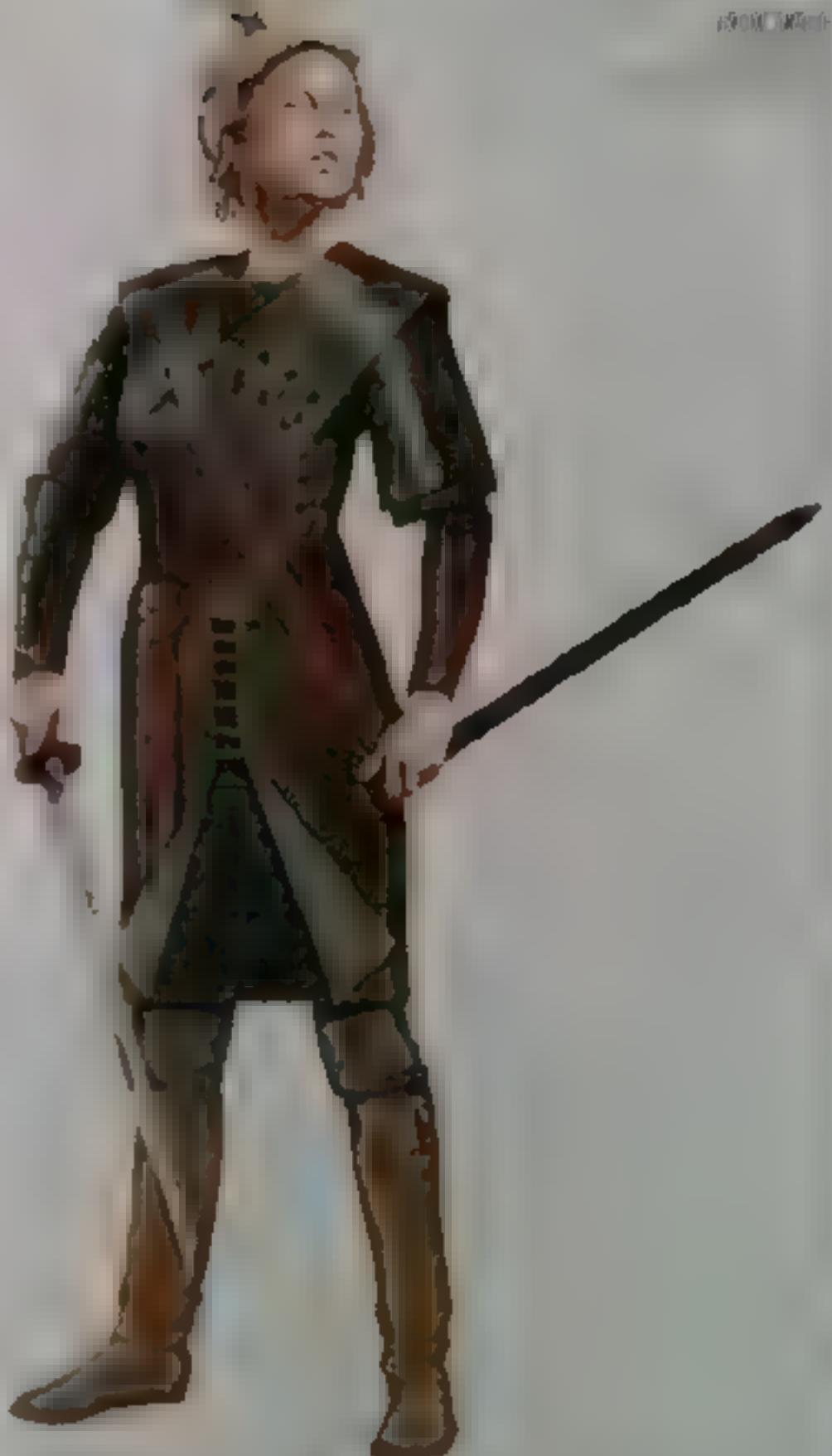
**PHYSICAL CHARACTERISTICS**

shape for combat between light

Kenderit has herding and archery skills. Kenderit is a fierce female  
warrior. A brilliant companion  
the Sheldite found new strength in  
militant tactics that have served

KEROWYN

POLOWE



**THE WORLD** Elm Haven is an unlikely site for an apocalyptic confrontation between the forces of light and darkness. A small town ruled by fate, its residents are blissfully unaware of dark forces lurking there.

**HISTORY** A magical object whose roots date back to ancient Egypt, the Borgia Bell spreads corruption wherever it goes. While the nature of the entity dwelling within its metal confines is unknown, scholars agree it demands human sacrifice. No one knows the unusual family of descendants currently awaiting who brought it to Elm Haven during the Renaissance. The Bell has the power to control people.

Transported to America by an eccentric millionaire and placed in the steeple of Elm Haven's schoolhouse, the Bell has been biding its time, waiting for the right moment to strike.

Two days before summer vacation, a group of local kids

to destroy their age-old foe before it eliminates them.

### PHYSICAL CHARACTERISTICS

These long, thick bodies and sucker-equipped mouths conjured up by the Borgia Bell, shivs exist solely to kill. Eyes are small and armed with rows of blade-like teeth. Luscious, tough-tasted bodies and lack of vulnerable organs make them difficult to destroy. Like many creatures of darkness, however, they are vulnerable to fire.

They hide under their victims and take refuge. They are highly efficient machines, large enough to swallow a full-grown dog or knock over a truck.



Shade-clad offspring of legend

## LAMPREY-WORMS

SOURCE



**THE WORLD**

world of ethereal beauty and sensual delight. While many seek to  
few manage to cross its enchanted borders.

**HISTORY** Armed with a sword forged from thunderbolts by the blacksmith Prince Alveric sets out in search of the world's hidden realms. Succeeding where others have failed, he encounters Lirazel, the King of Elfland's daughter.

Falling in love with Alveric who is like no one she has ever seen before Lirazel begs him to stay with her on earth with the prince. Deceived with the immortal world, the princess marries Alveric and bears him a son.

All is well until Lirazel's father hires his black horse. Devastated by the loss of his mount Alveric vows to reclaim his bride. Setting off on a second quest for Elfland the prince discovers that it may be impossible to find twice.

**PHYSICAL CHARACTERISTICS**

"Elfland," Lirazel is more beautiful than any earthly woman. Unbound by time the princess never ages, retaining her youthful appearance over

centuries.

LIRAZEL

SOURCE



**THE WORLD** Savaged by a nuclear holocaust, the earth has

entitled strange. Vastly reduced in numbers, humanity shares the world with Elves, Trolls, Gnomes, and Dwarfs. Mutated or ancient races have resurfaced in, or adapted to, this new world.

**HISTORY** Raised in the small village of Shady Vale, Shea O'Briand, an orphan of human and elfin descent, led a quiet life. When the Druid historian, Allanon, arrives, Shea's stepbrother runs and tells him he is the last heir of a great Elf King. Sheanarras (his true reaction is disbelief).

Shea accepts the Head Elf has inherited an enormous responsibility. For only he can fulfill an age-old prophecy, handing Sheanarras' sword against the Warlock, Lord Bane, an ancient menace, who has returned to the double land.

Determined to ensure that the magical blade is never used against him, the Warlock dispatches a strange demon, Skull Bearer, to destroy Shea. Escaping into the wilderness with his foster brother Flick, Shea realizes he's become a key

The Machine Beast is...  
Bane.

the Machine Beast

**PHYSICAL CHARACTERISTICS**

**ARMOR** Prowling on whatever it can catch, it hides in the ruins of an abandoned city, waiting for victims.

Insensitive in nature, the Machine Beast has grafted metal sheets over portions of its body, in an effort to repair its decaying frame. What little remains of its original flesh is covered with coarse black hair.

The bones above the Machine Beast's eyes are tipped with toxic serums, whose touch can be lethal. Equipped with mechanical legs, it is able to move quickly when fleeing or striking food.



The application of metal plates to the skeleton.

# MACHINE-BEAST

SOURCE

*The Sword of Shannara*  
Terry Brooks

SERIES

*The Shannara Novel*



**THE WORLD**

In the Middle Ages a great king ruled Britain. Known as Arthur the Dragon, his legend haunts us to this day. To understand fully this great leader who united a fragmented nation under his banner, we must look at the world he lived in.

Geoffrey of Monmouth, the author of the *Historia Regum Britanniae*, wrote that Arthur was born in Tintagel, a town in Cornwall. He was the son of Uther Pendragon and Ygerna, the wife of Gorlois, Duke of Cornwall. Morgane was a preconceived child of the King and Queen.

**HISTORY**

Legend has it that Morgane was a preconceived child of King Arthur and Queen Ygerna. She was born in Tintagel, a town in Cornwall. Her appearance is unknown, but it is believed that she was a beautiful woman with dark hair and blue eyes. It is also believed that she was the last surviving member of the royal family.

She was born in a secret place where the mysteries of the Mother Goddess were studied.

Under her aunts,

Morgane learned to utilize the "light" a limited precognitive ability shared by women in her family. She was also taught to cast spells of illusion which altered how others perceived her.

In time, Morgane assumed the task of prophet. A



A circular stone tablet or shield featuring a dragon-like creature, possibly a representation of Merlin's magic.

Morgane is devoted to her task. She uses her powers to protect the innocent and to fight against the intolerant. She is the only one who can stop Arthur's Chosen Queen. This conflict, however, has led Morgane to believe that she has failed Arthur prior to his coronation and symbolically bound to the land had disastrous consequences.

**PHYSICAL CHARACTERISTICS**

and bearing the ancient mark of Merlin upon her forehead. Merlin had been prepared for the holy role of King Making. Thus, that the love with Arthur prior to his coronation and symbolically bound to the land had disastrous consequences.

Morgane became pregnant and gave birth to a son, who came to be known as Mordred. This child proved to be

MORGAIN  
SOURCE



## THE WORLD

The world is a flat planet supported by four great elephants.  
The shell of the elephant is the sky, and the world is the land.

## HISTORY

In search of an apprenticeship, the Great Reaper which is a name he earned Mort and decides to teach him the trade.

Mort has mixed feelings about the job. It has many benefits like learning to walk things go well. He

falls in love with his master's adopted daughter, Yubell but she despises him.

Things go with well until Mort takes matters into his hands. Spilling a beautiful princess and claiming her instead.

Yubell's father gives the name of master Mort is now known that following the Great Reaper is definitely a better option.



One of Death's familiars

## PHYSICAL CHARACTERISTICS

Originally a tall, thin man with black hair and grey eyes. After changing into the apprentice as a result of his death. Gaining from each other, he became even more strange.

Used all the master's hand to make Death is the last to be born which Death taught to them. The blade of this device is so finely honed as to be transparent.

MORT  
MORT

STRIES



## THE WORLD

In high mountains, where no social structure is slightly similar to Europe's, Deneva's history is very different. For untold ages they have preserved a magical art known as denevane, a secret knowledge that has been passed down from master to student.

**HISTORY** When a prince of Deneva, Nevyan, was given up his privileged position and royal character, which a king can, even one who is not directly in line for those two responsibilities, and Nevyan's father refused to let him go.

Determined to go his own way, Nevyan slipped out once to seek out the denevane master Rhygor. His actions initiated a sequence of events which caused the death of beloved Rhygor and two others.

Fascinated, Nevyan went to make amends the better long it took. Beyond the bounds of time and space the Ones, who rule all creation, heard his voice and granted Rhygor's wish to teach the art of making things without the assistance and alone his own teacher.

In centuries of wandering through Deneva and the other

and the young daughter Jil, the princess' look begins to change.

## PHYSICAL CHARACTERISTICS

Converse with the Wildfolk, terrible creatures unable to speak, he is taught out by every one possible.

includes the ability to shape stone

NEVYN

NO. 10

八月号



## THE WORLD

powerful magus dunder with natural jaws |  
the Overworld, an alternate universe bordering on our own.  
Ghast foolish enough to intrude upon them

ghast who have become wretchedly whelmed by bane  
of their own ways since each  
wondering where the long night will



Illustration by Michael G. Thompson

**HISTORY** Eogel the Ghast is  
a ghast who, over by his way, is banished to  
the shores of Nighttime the Strand by  
Mengel. He walks his way back toward  
Mengel's home in Alsters.

During the course of his adventures  
Eogel acquires a demon scale, called Specterlight. This powerful magical relic, which  
absorbs energy, shatters through one of its sides,

## PHYSICAL CHARACTERISTICS

her kind, then see those blots one of the mutated species coming  
the far future. During Earth

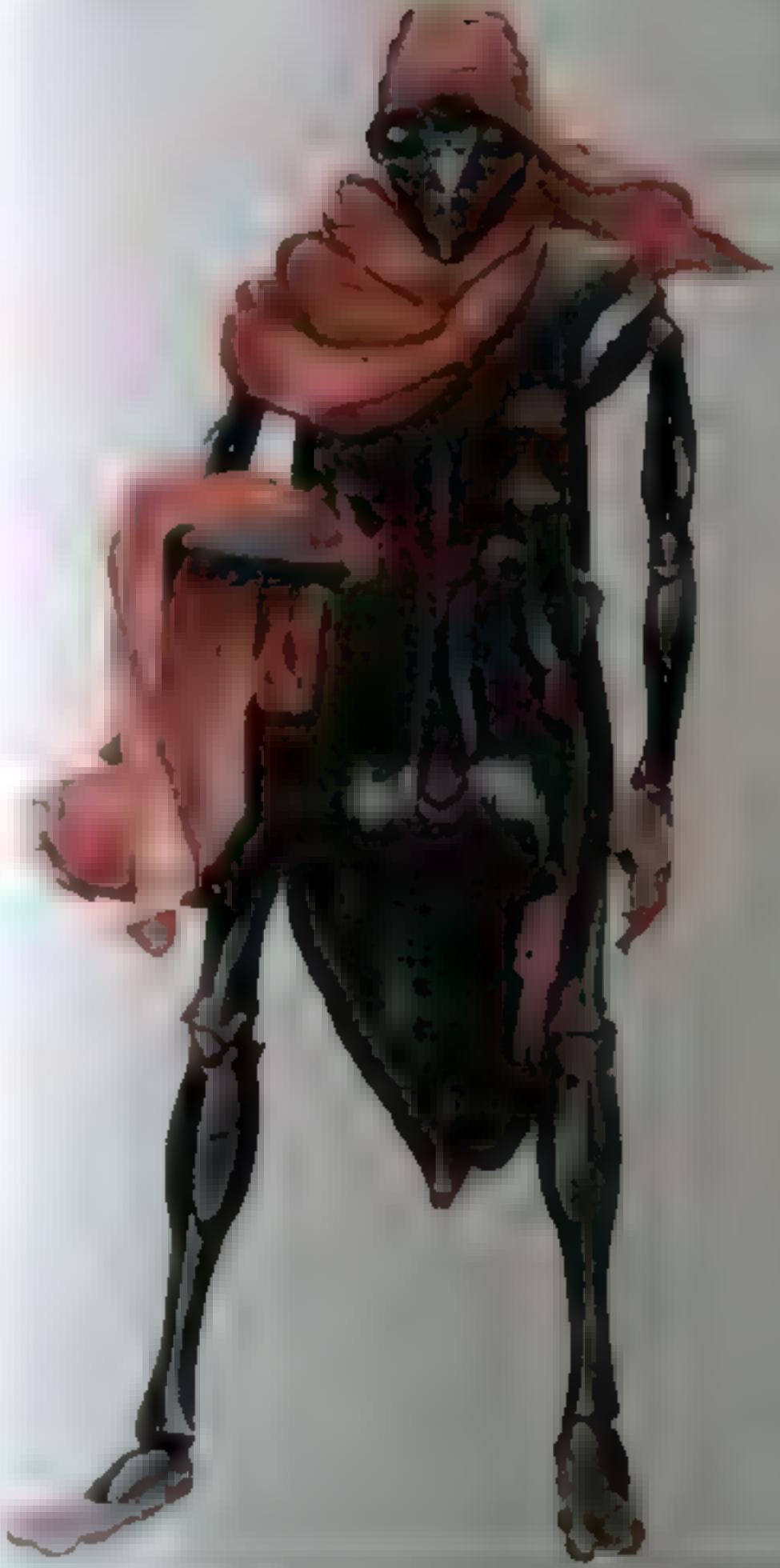
by night. Mengel denotes her mouth, leaving only the  
Her primary weapon is a retractable stinger whose touch causes

mind. She is able to be reckoned with

### Influenced by Specterlight

NISSIFER  
SCHUTZ

SERIES



## THE WORLD

beaches of what is now England were home to a race of magical called Psammheads. While many perished during the climatic and geological shifts which ended the Age of Reptiles, others underground now sleep into a trancelike sleep, only to be dug up awakened by unwary humans.

## HISTORY

Psammhead, which speaks perfect English, explains it has the power to wishes. But there's a catch. Whatever they ask for will vanish after so they must think carefully before making a request.

The Psammhead-warns them that getting what they ask for may

one exception, they ask for gold and receive strange coins the merchant will take. A demand for wings so they can fly like birds results in their being stranded atop a church roof at the end of the day. After several of going to be tampered with.

**PHYSICAL CHARACTERISTICS** Psam  
mheads or sand fairies are small, fat, furry crea  
tures with long spindly-like arms and legs, and  
bulbous ears. They are also known for their  
large eye stalks which can be extended or  
retracted at will.

Even though they once inhabited the  
beaches in great numbers, Psammheads can not  
abide the touch of water which makes them ill  
for over years thus prompted them to take up res  
idence in drier locales like land and grave-pits.

Sand-fairies live underground and use their  
taps for burrowing. Careful now by nature  
they enjoy infecting those they encounter.

Psammheads are extremely

PSAMMEAD  
SOURCE



## QUICKSILVER DRAGON

### THE WORLD

Separated by an ocean of air. Humans, dwarfs, and even strygae

landmasses, the domesticated winged dragons favored by  
adventurous travelers have been lost to the void.

### HISTORY

Spared from the headman's block by

the dragon's master, the winged dragon

have good reasons for wanting him dead.

### PHYSICAL CHARACTERISTICS

Transport things and cargo from place to place.

Their white c

Courier Dragons are the smallest  
four breeds known for their speed.  
Used by messengers, who need to  
travel information quickly.

Wingless, yet capable of flight  
white dragonoids become Quicksilver Dr  
used in combat by powerful war  
More intelligent than any other type  
dragons, they are mean-natured and can  
be mastered by magic.

Quicksilvers can t

A long-pointed nose  
which breathes. They  
can shoot their tongue o



# QUICKSILVER DRAGON

SOURCE

STORY BY TONY

SERIES



## THE RED DEATH

### THE WORLD

The early years of the Renaissance. Plague swept through Europe. Labeled the Red Death.

By those around them who feared its rapid spread.

### HISTORY

Only the mad and the desperate dream of it. Prince Prospero possessed both those qualities. When Death broke out among his peasants, the prince left court in a fortified abbey.

A bizarre place that reflected Prospero's taste, the sanctuary contained a suite of multi-colored rooms and a great ebony clock. For within the prince and his court feasted behind stone walls, the Red Death ravaged the countryside. There, believing themselves secure, the aristocrats enjoyed a gala crashed by an unwelcome guest.

### PHYSICAL CHARACTERISTICS

Black-spotted corpse clad in grave clothes. Death led Prospero's hall in the guise of the paleface, smiting his lands. Striking down the highborn enough to think they could escape him, the Reaper proved he plays no favorites.

Mark II: The Red Death

# THE RED DEATH

SOURCE



2



**THE WORLD:**

the wings of a tornado and found her way back to Kansas after many amazing adventures. However, the tale doesn't end there.

Just after Dorothy's departure, her friend the Scarecrow, King of the Emerald City, while Nick Chopper, the Tin Woodman, went on to become Emperor of the Winkies. As Dorothy's friend, the Cowardly Lion was discovered, being in charge is a lot more difficult than it looks.

**HISTORY:** Brought up in the country of the Gills, who inhabit the northern reaches of Oz, Tip has no parents.

Like most young boys, Tip is a mischievous child who enjoys playing tricks on Mombi, who has raised him.

It would be watch who secretly practices the black art, the Wicked's four apprentices rub Tip the wrong way.

Returning home from a trip to visit a local woman, Mombi discovers Tip has constructed a pumpkin-doll and placed it in the mud to scare her. Angry at first, Mombi's first impulse is to tear the thing apart, but she decides to try her newly acquired Powder of Life instead. The Powder animates the figure, giving Tip a second life of its own.

The old woman tries to turn Tip into a statue for her. Having no desire to become a permanent fixture in Mombi's garden, Tip uses, taking the Powder of Life and his own, to whom he transforms Jack Pumpkinhead with him.

*Tip Molted by Mombi after Dorothy's return*

*With art: 1900 with*

**PHYSICAL CHARACTERISTICS:**

By magical means, the Saw-House is born known for having a tail, a stinging spine, its back, and a branchy tail. The Saw-House's long ears were carved out of bark and added on by Tip so that it would be able to hear his commands.

SAW-HORSE  
SOURCE  
C-C  
SERIES



## SHADOW

**THE WORLD** Earthsea is a world of vast oceans where magic is present and technology is limited to wind and water. The planet's human inhabitants live on a series of islands, where they are living as farmers, fishpeople, or fishermen.

Those who display an aptitude for magic are sent to the Wizard Academy on the island of Roke. Trained by masters, they taught the magical art and that power must be used responsibly.

Institute of the Academy

City of Roke, including

dragons who sometimes take up residence

**HISTORY** Perhaps the greatest legend in Earthsea's history was Ged, who became the last of the Nameless. He took the name of Sparrowhawk. He lived on the rocky side of Mount Ged, a dragon who sometimes takes up residence there.

Apprenticed to a local wizard, Ogion, he thirsted for knowledge. He fled from Ogion, however, and fled from the island to Roke. Ged was an animal,

given him into a winged Ionith.

Determined to prove his skills, he tried to summon a dead woman's spirit. The spell backfired, releasing a shadow-beast from the eight realms between life and death.

Temporarily banished by a teacher's sacrifice, it returned to seek revenge. The young wizard was forced to conquer his shadow; his name of power had vanished.

**PHYSICAL CHARACTERISTICS** Although the shadow beast is able to assume many different forms, it is most often a bear.

With its white fur, it has a pale face and a dark, shadowed mouth. Its eyes are pale and cold, and it has a sharp, hooked nose.

SHADOW  
SOURCE

SHADOW SOURCE  
SHADOW SOURCE

SHADOW

SHADOW SOURCE



THE WORLD

a field of savage brambles if it ended by the sea where do? Never

HISTORY

functional CTM tests to discern the meaning of the introduced modifications through called *Key as a source*. Manual will make the

On able to make good on his promise, Marshall agrees to meet a secreted observatory in the Scottish Highlands. Placed inside a vehicle Marshall is transported to space in his destination.

Swimming on Turnpaine's Madwall  
where he has grown a tentacle-like  
soft trout - both sides of the river.

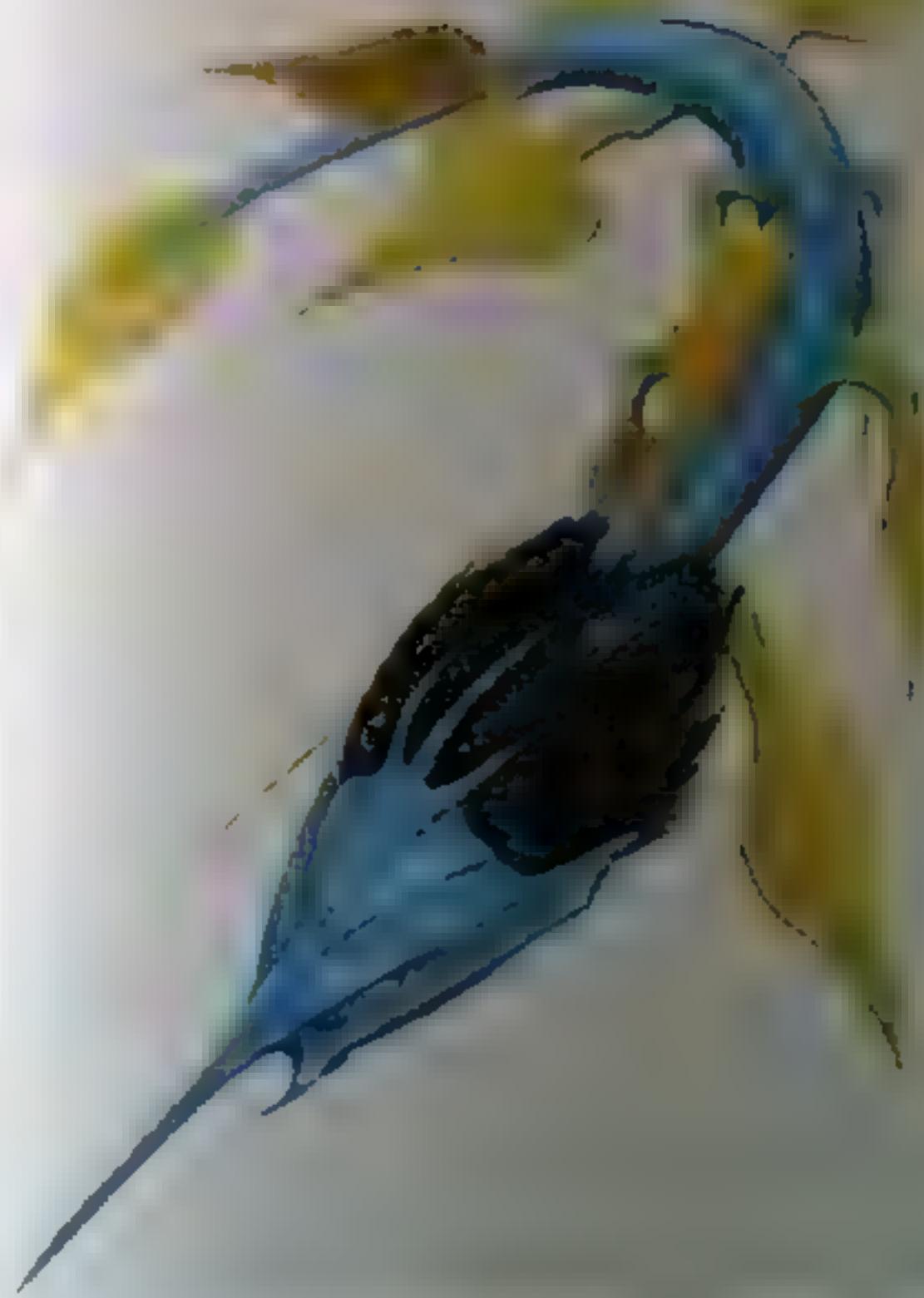
forehead an extra organ  
breas which allows him to co-  
telepathically. Awarded by Jowward, a  
butcher, who possesses the same  
ability. He acts out in search of Sven.

Along the way Markull encounters Occuse, a strange female abir who claims themselves called Shrooma. Disease takes Markull but he is able to capture one of these strange creatures, allowing him to study the effects of Leftovers from the air.

## PHYSICAL CHARACTERISTICS

He has such a long neck, you  
will be sorry, but one particular it  
can be converted into providing transport by the tele-  
graph to the alarm.

SHROWK  
SOURCE



## SIXTY ONE

### THE WORLD

0 100 200 300 400  
Miles  
Scale  
1:10,000,000

### HISTORY

1850 - 1860  
Civil War  
1865 - 1870  
Reconstruction  
1870 - 1880  
Industrial Revolution  
1880 - 1890  
Spanish-American War  
1890 - 1900  
Roosevelt  
1900 - 1910  
Treaty of Versailles



### PHYSICAL CHARACTERISTICS

0 100 200 300 400  
Miles  
Scale  
1:10,000,000

From 1850 - 1900, many火山爆发

1900 - 1950, 地震和海啸

SILENT ONE  
SONG OF THE  
WIND



## SIGHT-SEEING

### THE WORLD

### HISTORIES

### PHYSICAL CHARACTERISTICS



Some things I would say

SWINE-THING

SEX REC

SWINE-THING  
SEX REC



## THE WORLD

for as long as human memory the most sh

andinal sense of humor. While no one is sure where these creatures came from, it is believed they migrated across the cold seas from mainland before the words of the Buddha reached Nippon.

## HISTORY

**Legend** **are commonplace**

Tengu were said to derive particular pleasure from interacting with Buddhist priests who came to the mountains to study them.

Only then may they be killed.

Fond of meddling in human affairs, Tengu often interfered in the affairs of mortals.

over his enemies.

## PHYSICAL CHARACTERISTICS

local those who encounter them



**Shakugos** frequently seen carrying rings tipped with known as shakugos. These provide their owners with protection against enchantments and are useful in combating demons. On a more down-to-earth level, shakugos can also be used in combat to tangle and trap spear blades. The strangely shaped cap, or tsun, worn by the furans doubles as a drinking cup.

Tengu were fiercely protective of their territory, sternly punishing any

intruders from outside.

Over time, the priests who lived in mountain villages learned to coexist with the Tengu. In this day, many still leave offerings of beer juice outside their doors to appease their visitors.

TENGU  
SOURCE



## MR. TOAD

**THE WORLD** Just over the hills and through the Wood & river whose waters run cool and clear Among its quiet banks the stately Rat, the valiant Badger, the clever Toad whose world bears a striking resemblance to England.

### HISTORY

The river Mr. Toad is an animal given to extremes. When Toad's passion for motoring gets him into trouble, his friends, J. and Badger, send him to prison. Ignoring his comrade's advice, Toad is squandering his fortune on a series of tacky automobiles. Disaster strikes Toad becomes a car thief, ending him in jail for the first time by the police.



Mr. Toad

For now, Toad works his

Woods and houses from the Wood &

### PHYSICAL CHARACTERISTICS

The clever Toad possesses human qualities such as hair and the ability to walk upon two legs. A bit of a spendthrift, he has a taste for expensive clothes and loves fine wine with women.

Snobbish by nature, Toad has a tendency to talk a great deal without listening to others. Used to treating his wife very well, up to times his normal bite when angry or irritated.

# MR. TOAD

SOURCE

in the U.S.





## COMPARATIVE SIZE CHART

### KEY

1 Acaboo

### SIZE

4

2 Andewu

56

3 Barol

46

4 Beatrix de Barthepwue

6

5 Biargazt Hornwood

6

6 Bran Male More

58

7 Cumber

56

8 Caterpillar

2 1/2

9 Changeling

4

10

6

11

6 1/2

12

7

13

8

14

8 1/2

15

9

16

9 1/2

17

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10 1/2

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11 1/2

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16 1/2

31

17

### KEY

26 Ketwast

5

27 Lamprey Worm

6

28 Litael

5 1/2

29 Marbluse Beast

5 1/2

30 Mengatte

5 1/2

31 Morn

6 1/2

32 Nivva

5 1/2

33 Neifer

5

34 Plummied

5

35 Quicksilver Dragon

6 1/2

36 Red Death

6

37 Sew Hope

6

38 Shallow

6

39 Shrewk

5 1/2

40 Silent One

5 1/2

41 Swine Thing

5 1/2

42 Tengu

5 1/2

43 Mr Toad

5

44 Toothguard

2

45 Tr Boc

8

46 Unicorn

4

47 Unseen Court Assassin

5 1/2

48 Vankharp

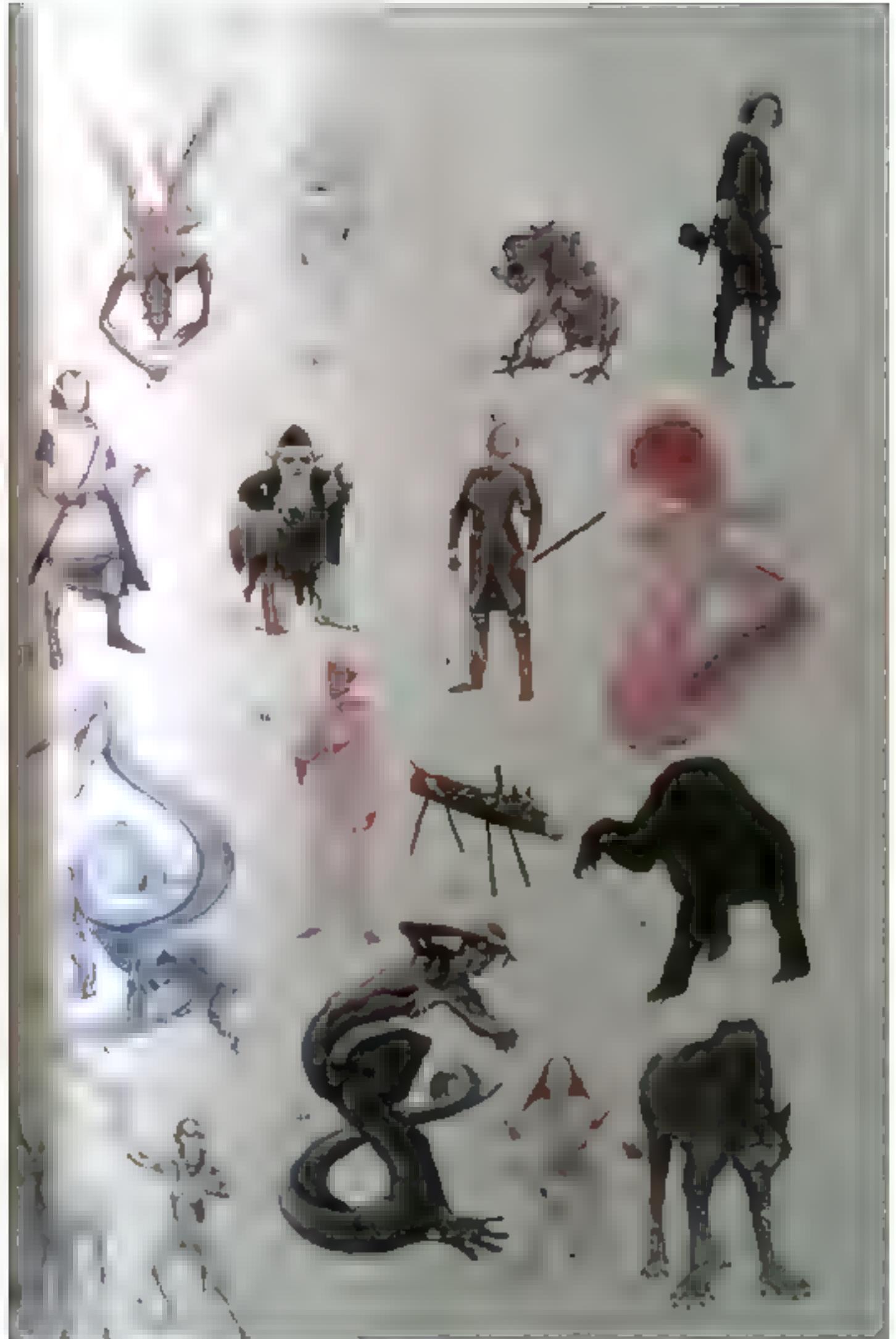
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49 White Lady

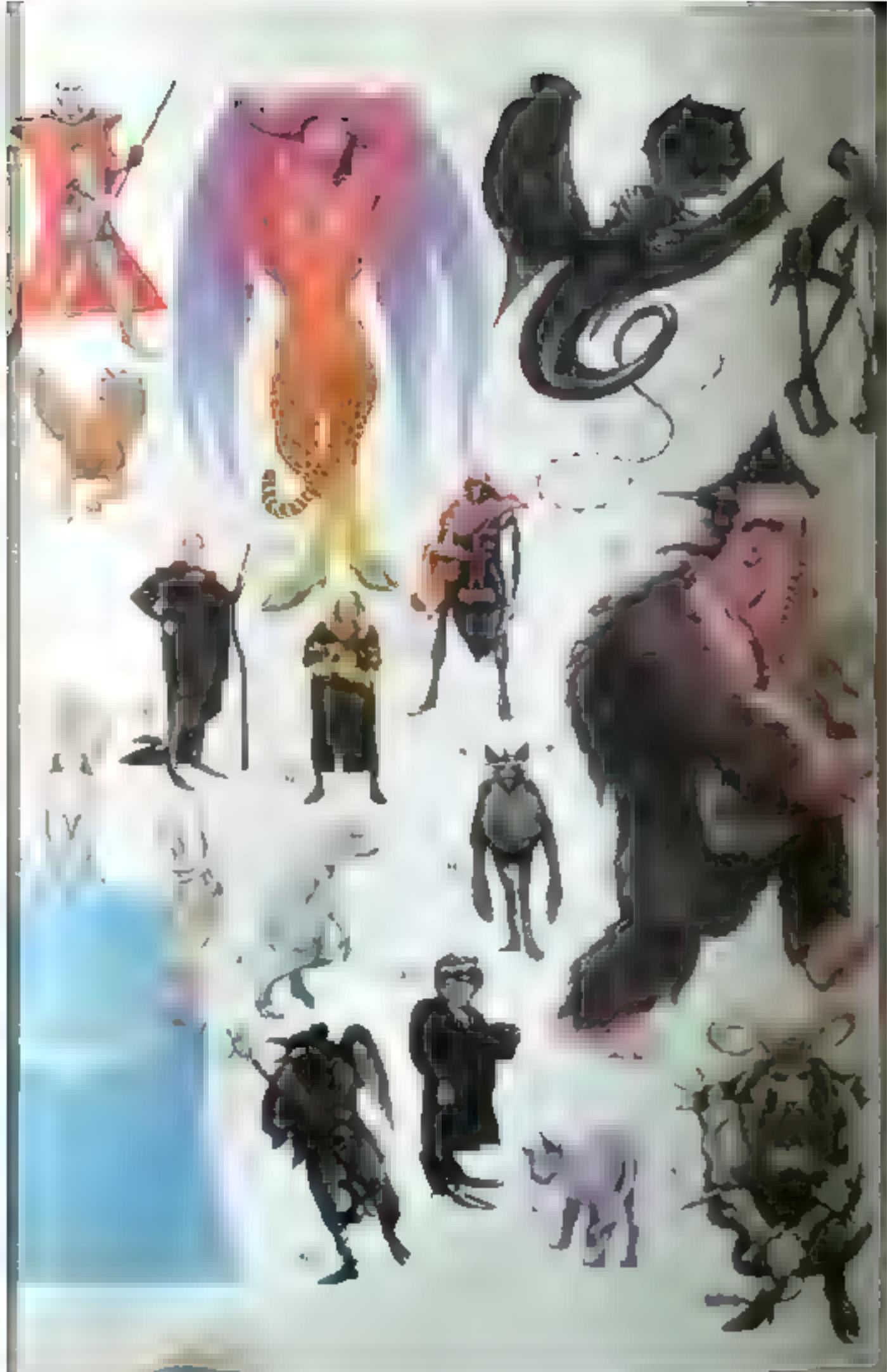
6

50 Weller

5







**THE WORLD** Those who share their lives with cats are intelligent creatures with minds of their own. What we know is that they possess a secret language and culture hidden from the dawn of time.



Honeeguard - Harming none

Late at night, while humans slumber, cats and their feline friends gather in open fields and backyards to swap stories of the old days before two-legged men took over the world.

**HISTORY** Fritti Tanklaser is a young cat who must survive on his wits. When his friend and several other local felines mysteriously disappear, he sets off on a quest to discover what has become of them.

Accompanied by a kitten called Buttercup and Esteban, an elderly cat with a secret past, Fritti begins a long journey. The trio's adventures will take them to Heartstone where the Queen of Cats has been through a painful transformation and into the care of the toothy Heartbreaker.

**PHYSICAL CHARACTERISTICS** To the eye, they are vile beasts who guard nothing. Heartbreakers have ground fur, furless and blind, they have fanged mouths containing needle-like teeth.

Although capable of conversing in standard feline speech, they have difficulty expressing themselves, often baring their sharp sense of hearing enables them to hear the benefit of everyone's craft and manipulation against Heartbreaker's other enemies, the Crows and Honeeguards.

TOOTHGUARD  
SOURCE



## TROLLOR

### THE WORLD

the Wheel of Time: an unending struggle between the forces

True Source, wild supernatural energies only a select few can control  
conflict has drained oceans and leveled mountains

**HISTORY** brought up by his father on a farm near small community of Two Rivers, Rand hasn't seen the outside world. Still, something about the hooded he spies en route to the town's annual Bet Tine festival has nerves on edge.

Rand's intuitions are correct for the stranger is an agent of the Dark One, a supernatural creature who is evil. Free after centuries of imprisonment, the Dark has dispatched servants to capture Rand and his friends. Convicted one of them is a representation of known as Dragon, the Dark One is determined to destroy him before what he can.

**PHYSICAL CHARACTERISTICS** half human, half animal. Their are the shock troops of the Dark One's army. Created through genetic engineering they're ferocious fighters who delight in death and destruction.

Trollor banded bands allow them to use weapons such as the curved scythe-like swords they are often issued. Frequently clad in black mail spiked at the wrist and elbow, and leather trousers only the most skilled of warriors can best one in single combat.

Not great thinkers, Trollor possess a natural instinct for running. Although capable of speech, their vocal cords make them difficult to understand.

Trollor units are supervised by officers called Wardrals. Also known as Hallitors or Fades, they are leaders of the black army who rule through terror and demand complete obedience.

The Trollor social order is divided into three tribal groupings, which include the Ah'zai, Aj'ghol, Dhau-sheen, Dhaval, Dhurmon, Dhujin and Ghar-gla-

bards. Universally feared, they are one of the potent weapons of the Dark One's army.



Awarded by  
the Horned Head  
the Iron Fist  
the Black Wind  
the White Wind

Wardrals are leaders of a trollor  
tribe. The Iron Fist

# TROLLOC

SOURCE

*The Eye of the World*  
Robert Jordan

SERIES

*The Wheel of Time*



UNICORN



THE WORLD

119

HISTORY

Just keep breathing

Feted by Schmendrick, a magician with a ~~curious~~ problem, the Unicorn and her liberator rewrite the ~~script~~.

Digitized by srujanika@gmail.com

The trial adviser takes them to the joyous *c*  
King Flaggard. While the answer the Unicorn  
*c*

Karlsruhe Mod B - 10

## PHYSICAL CHARACTERISTICS

ture of her species, the Unicorn is now white adorned with cloven hoofs, thin legs, and a tail bearing a horn. She is among the most graceful of living creatures. More than mere ornamentation, her horn is weapon which she uses

#### **Skills**

**PICK A SINGLE SPOT AND INHABIT IT FOR LONG PERIODS OF TIME**

*Comparison of methods for  
assessing human risk*

UNICORN  
SOURCE



## THE WORLD

temporary Minneapolis. Only this time the planes are not flying, but two Fey tribes, the Seelie and Unseelie Courts, who are constantly destroying one another. Invisible to mortal eyes, these ancient beings will play out their bloody feud in the parks and back alleys of the city.

## HISTORY

Incaps in club scene. Walking home late one night through a windswept street, she finds herself stalked by a huge black dog.

Knocked unconscious, Eddi reawakens and discovers her pursuer is a phouka, a fairy creature able to assume form at will. McCandry trembles in horror as the phouka explains that her presence is required by the Seelie Court. Recruited into service as a sort of mascot, it seems her appearance on the field of battle will ensure no wounds suffered by the unusually immoral Fey court will be fatal or even disabling.

All Eddi wants to do is escape. But the solo leaves flight is not an option for without the phoukas protection she will be hunted down by hideous members of Unseelie Court. Trapped in a situation stranger than hidden dreams, McCandry is about to embark on a life-filled adventure which will change her world forever.

## PHYSICAL CHARACTERISTICS

white eyes, mouthlike nose, and sharp teeth. The Unseelie Court's

are armed with translucent bows and long knives.

Like all Unseelie Fey, the Assassins are creatures of darkness and inspiring terror in mortals. Enraged by the realm of faerie they harbor great bitterness.

# UNSEEELIE COURT ASSASSINS

SOURCE



## THE WORLD

nest. Great cities like Kiev and Moscow were isolated from one another by endless zones of steppe and forest. These vast regions were home to peevish old warlocks.

## HISTORY

Through all isolated areas, they stumble on the bat of the world.

In return for his hospitality, Griswold enjoys their aid in exchange for the spirit of his daughter, Evelyn. Scorn by a River-thing, Bodystoker the has remained as a Rosalita, a ghoul who survives by preying on the dead. He stalks the world naked, the wretched, the weak, draining the life force from the surrounding.

From the Bodystoker Without making it. Peter and No

## PHYSICAL CHARACTERISTICS



states who inhabit the north of Eastern Europe. They are capable of shape shifting at will.

At home in human form things often mistake us old men to be the unwary. Unwary travelers who blunder into their lairs are dragged into the water and drowned. They have borders of their own.

They travel across land but are best natural element of forest inhabited and are harmful to all. Things which take care to avoid them.

fail to do the bidding of wizards until enough to learn their true names. Even then they are not to be so frequently sent information to suit their own purposes.

VODYANOI

SOURCE

Russia



**THE WORLD** The isolated foothills of the Adirondack Mountains hold a dark secret. For generations, the isolated region has been home to a race of strange creatures. While most of them tend only wish to do no harm, some can be undeniably dangerous.

**HISTORY** Tired of life in the fast lane, Phil Haenggi, a successful screenwriter moves his family from Hollywood to upstate New York. Phil hopes the change will allow him to spend more time with his wife and kids and work on the novel he's always dreamed of writing.

Settling into an old manor house call the Keeler Place, the Haenggis are just starting to feel at home when strange things begin to happen. The family cat is torn to pieces by a unknown animal, and Phil's daughter Gabbie is attacked by a mysterious creature.

Puzzled, Phil turns to Mark Blackman, an expert on psychokinetic phenomena. His investigations reveal that the house and the area surrounding it are linked to a pact between ancient mystical order and a group of transplanted Euro

While most of these supernatural creatures are not evil, the Fool and his servant, the Bad Thing, seem to be plotting against the Haengges. Events reach a crisis point when the pair kidnaps Patrick, Phil's eight-year-old son, and

Fortunately, the Fool has not counted on the courage and determination of Patrick's twin brother, Sean. Setting out on a perilous quest, Sean follows the abduction back to their lair in the Faerie. But to save his beloved sibling, Sean must outwit the Fool and find a way home before he and Patrick are trapped forever.

## PHYSICAL CHARACTERISTICS

Female &

The White Lady often travels with two identical sisters.

She can also turn into a white bear. She always kills her victims, then makes love to them until they expire.

WHITE LADY  
SOURCE



16

**THE WORLD** This is a jungle—and a place where the **Wolfs** are at home. New York City is no stranger to bad press. But even the Big Apple's own residents have no idea how much **Wolfs** are involved in it.

For New York is home to a highly evolved canine species.

It is the **Wolf**, who possess a highly

intelligent, and predatory

and ferocious nature who will not be crossed. The **Wolfs**

left their presence hidden for centuries from the bar-

relief areas of the South Bronx. In the wooded paths

of Central Park they prowl the streets of the city by



© Wolf's paw

**HISTORY** Accordinging a double murder in Brooklyn, a pair of **Wolfs** were finally discovered that the last **Wolfs** had been **Wolfs**. Struck by the creatures' efficiency in

murderous acts,

## PHYSICAL CHARACTERISTICS

The **Wolf** is a large animal, larger than any other species of **Canis lupus**. Their larger size and strength allow them to manipulate

and catch an entire series of small **Wolf** to be able to track prey down. Not all **Wolfs** are born equal. They live in packs consisting of four to six individuals. Each of these individuals is led by a designated leader.

### Wolf Leader

With over 3000 pre-

dicted hours

through the year, the **Wolf** Leader must work with the **Wolfs** pack with one long word. Only with reliable dogs can the **Wolfs** be able to be efficient and to their victims. The **Wolfs**

use their **Wolfs** signature to hunt out. **Wolfs** are capable of hunting and have their

edge. That comes from a gathering around the **Wolfs** pack.



A close-up view of **Wolfs** showing their thick pelts.

**WOLFEN**

SOURCE

The Wolfen  
at [www.wolfen.com](http://www.wolfen.com)



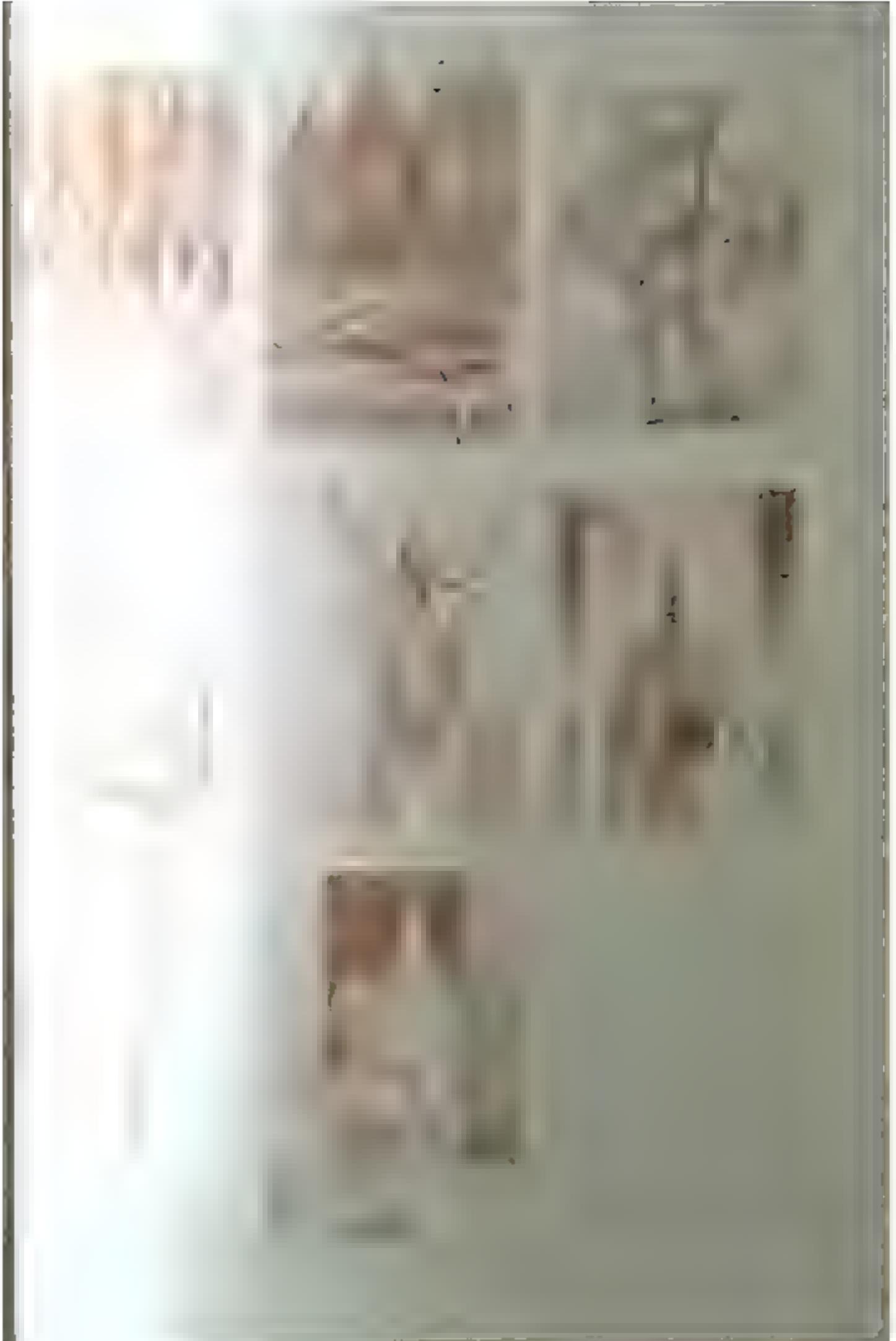




















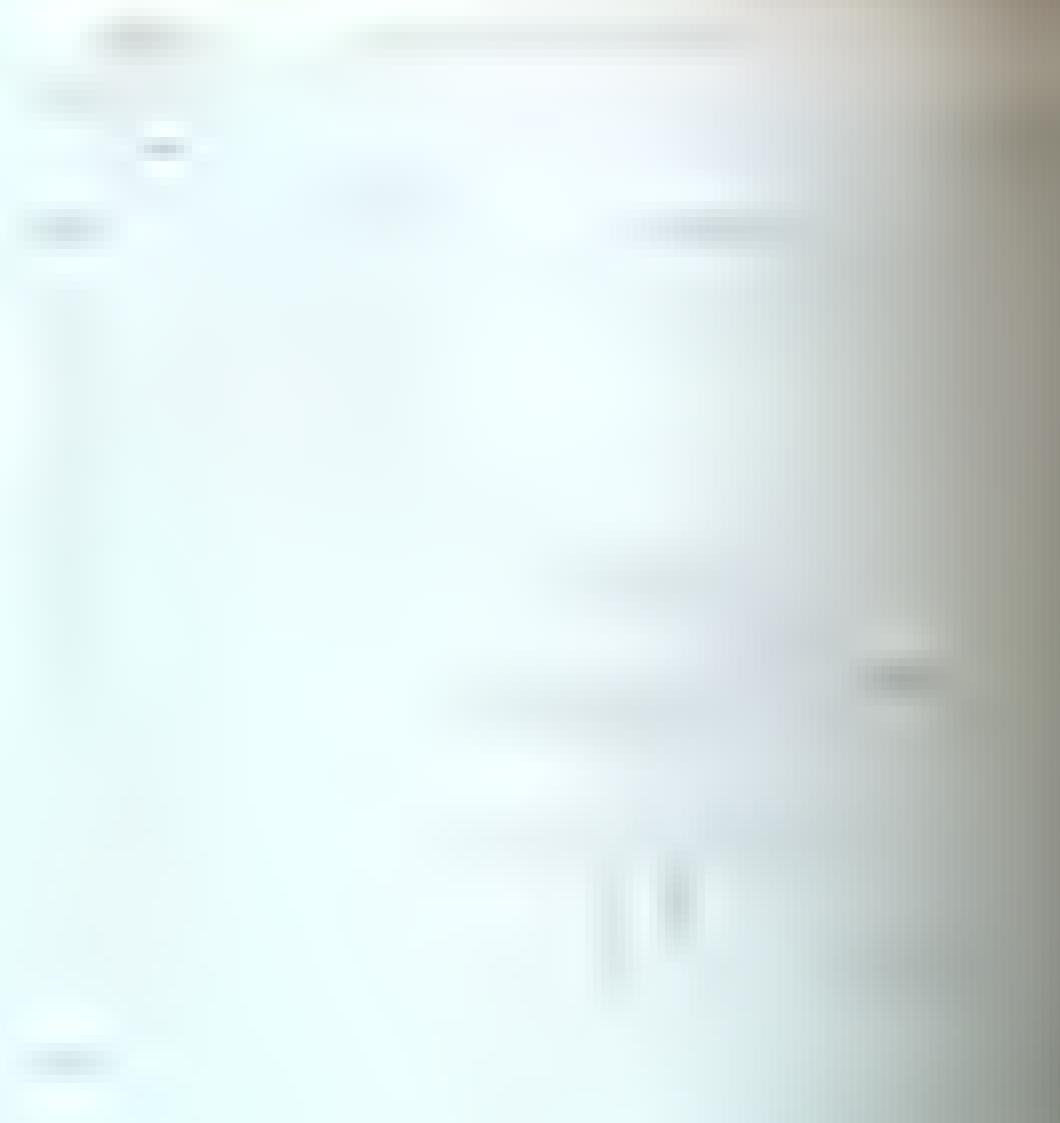
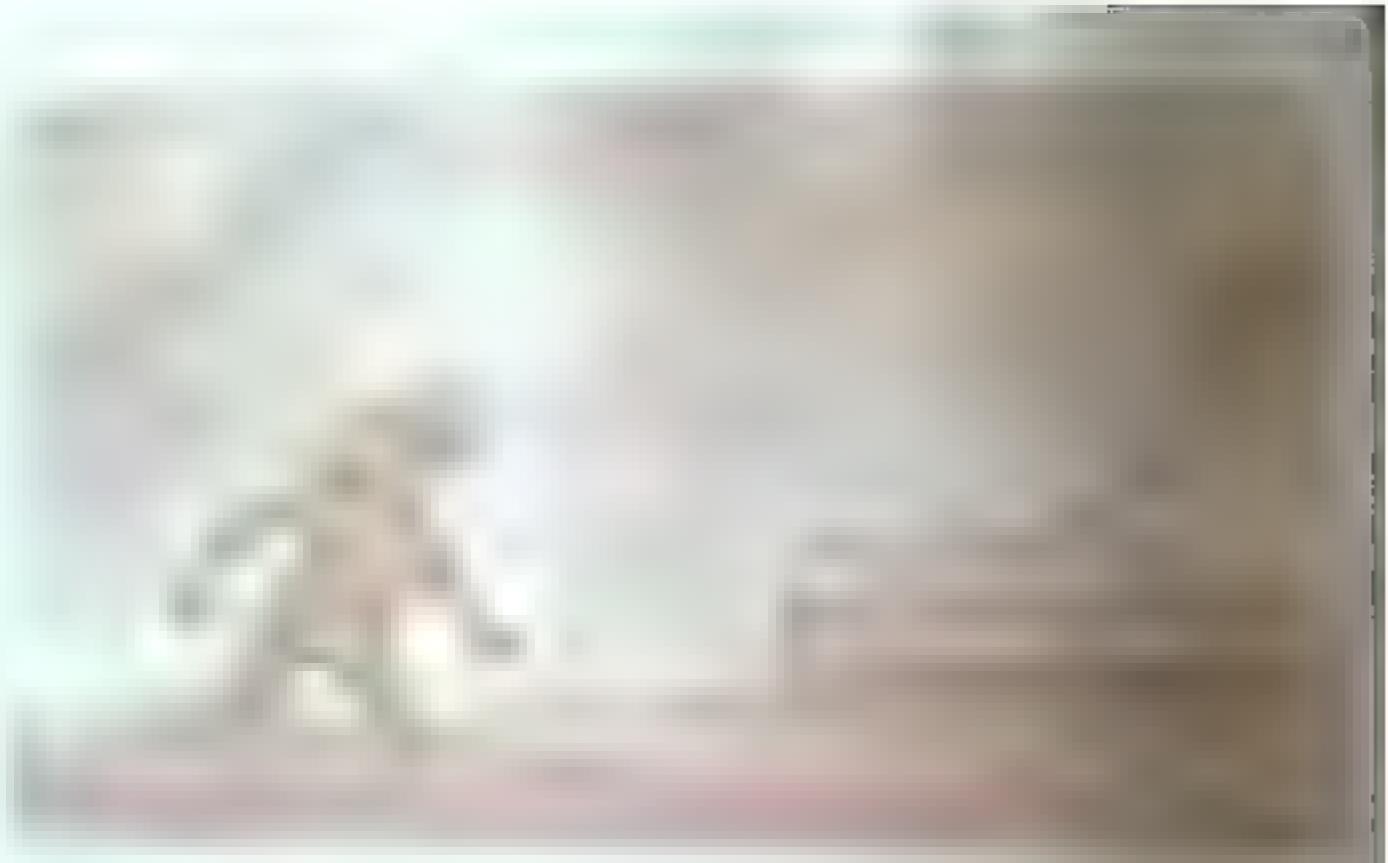


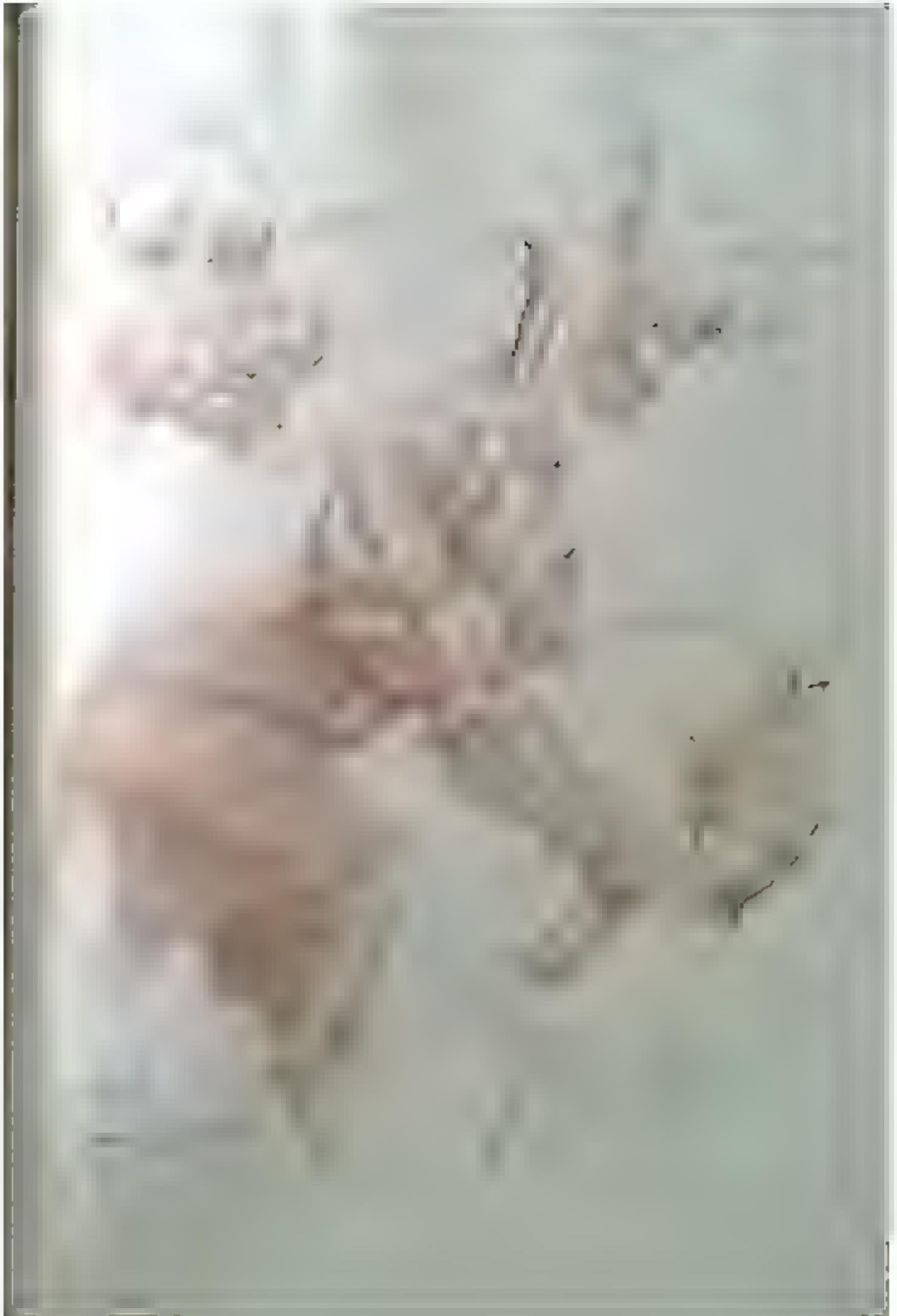


Fig. 1. A man holding a small object in his hands.



















































*Continued from front flap*

As daring in its conception as it is beautiful in its execution, Barlowe's Guide to Fantasy is the essential companion for anyone who has ever thrilled to the terrifying and wonderful creatures found in fantastic literature—and wished to see them brought to life by a modern master.



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**Neil Duskin** discovered science fiction and fantasy at an early age via the books in a local drugstore rack. A lifelong New Yorker, he is a graduate of Columbia University and presently resides in Brooklyn with his wife Hamet and two cats.

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